70P Every Thursday

THE MAG WHICH IS FIRST WITH THE NEWS AND REVIEWS

GAMES-X

26th Sept - 2nd Oct '91
Issue 23

Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...

COMPO X

WIN
MEGA DRIVE AND £5,000 OF SOFTWARE

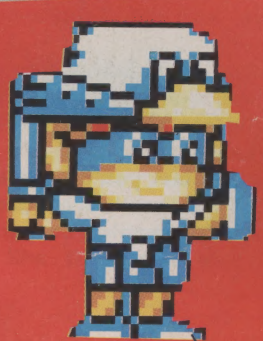
EXCLUSIVE: STRIKE II

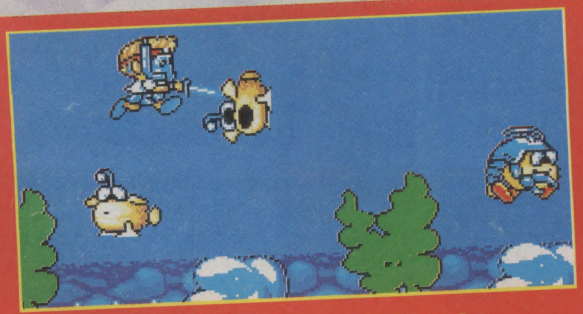
AMNIOS p.18

MIG-29M SUPER FULCRUM REVIEWED

INSIDE!
19 GAMES, INCLUDING:

- ★ STRIKE II
- ★ TURTLES II
- ★ MEGA TWINS
- ★ DEATH OR GLORY
- ★ ROAD RASH
- ★ PHANTASY STAR 3
- ★ SUPAPLEX
- ★ ROAD RASH
- ★ FOUR LYNX REVIEWS





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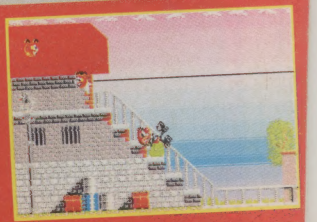

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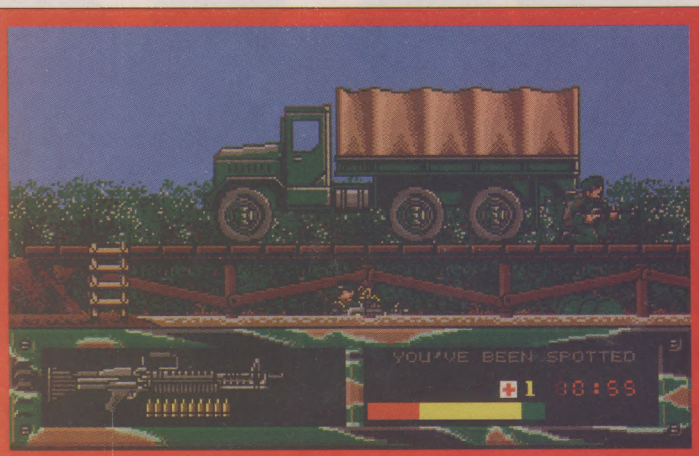


FIREFORCE

After service in the conventional regiments, you have been selected to serve with the Special United Forces. As one of the Navy SEALs, you will be called upon to participate in many secret operations.

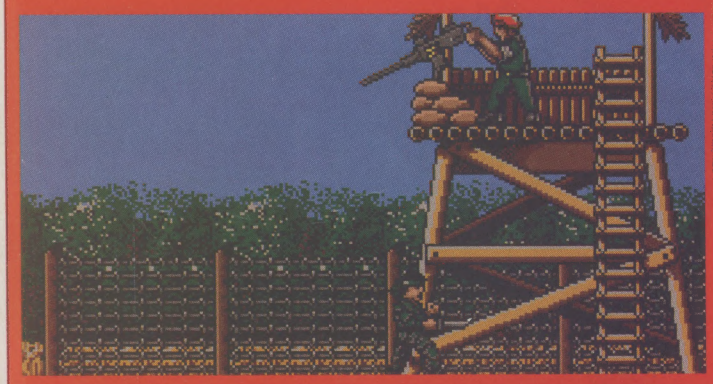
***Fireforce* is due to be released from Electronic Zoo this November. Available on the ST and the Amiga, it bears comparison to the arcade action of Green Beret, combined with the strategic planning of Airborne Ranger.**

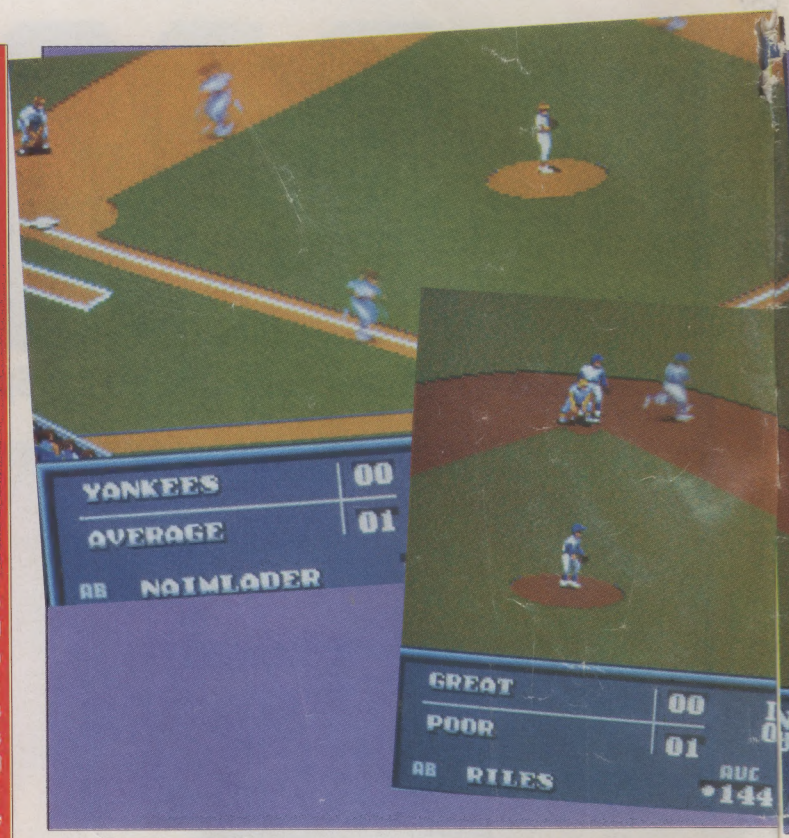
After your specialist and intensive training, you'll be qualified to fight in all types of environments, ranging from humid jungles, arid deserts, to dusty, urban locations.

During this time, you'll be taught to master a number of weapons. These include knives, an M60 light machine-gun and M16 assault rifle, rocket launchers, grenades, and even a time bomb!

Your have a number of missions to undergo, such as the destruction of enemy convoys, look-out towers, hide-outs, and the like.

As your skills increase, you'll gain promotion and maybe even win medals. However, despite all your technical knowledge to draw on, it will be down to your instincts to overcome the Fireforce!





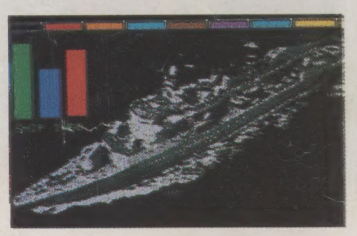
MARIO 'N' FRIES

If you take a trip down to any **MacDonalds** fast food restaurant you'll discover that big Ron has teamed up with those crazy Italian plumbers, Mario and Luigi. Buy any happy meal and you'll receive a free Mario toy. With four to collect, you'll be able to get a different one every week.

FIGHTER COMMAND

Take command of the air force in this front line strategic air combat simulation. As Commander of the air force, you must allocate your aircraft between different bases and give each squadron flight missions.

It will be up to you to decide when to attack and when to defend. Ground resource management is essential if you are to win through.



ROLLERBABES

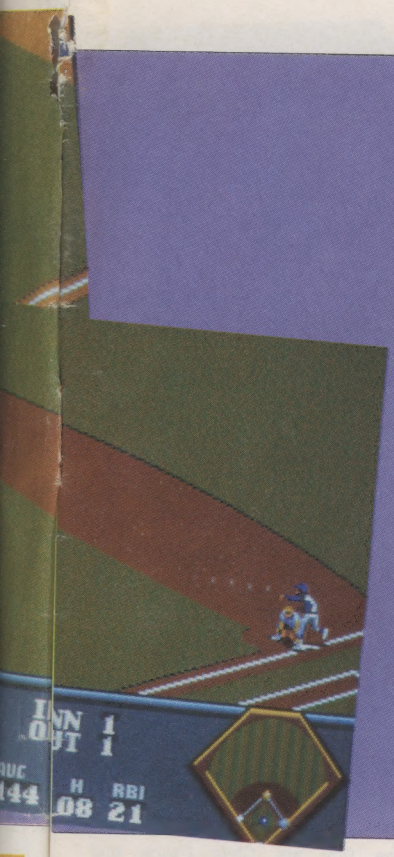
Enter the world of the *Rollerbabes* in the ultimate battle of the sexes. This is your chance to compete in a future sport that's a combination of roller derby, hockey, wrestling, boxing and skateboarding.

The Rollerbabes is a famous, professional team of female athletes, against which the Eraser Heads, the Buzzcuts, the Moving Violations, the Fabulous Pig Brothers, the Stud Lites, the Reddiwreckers, and the Snubhumans may compete.

The game is played on a circular track and points are scored by speedily covering ground, avoiding traps, and beating up your opponents. The ultimate aim is to win the championships and beat the Rollerbabes.

Featuring all the usual finishing touches you've come to expect and appreciate from a Cinemaware game, Rollerbabes will include coin-op quality graphics and great sound. Available from Mirrorsoft this winter, it will be released on the PC and Amiga.

TV SPORTS BASEBALL

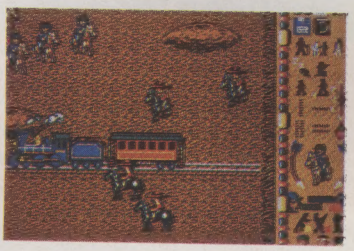


Batter up! Cinemaware is soon to release its next sports simulation, *TV Sports Baseball*. To be published by Mirrorsoft this winter, the game will be available for the PC and Amiga.

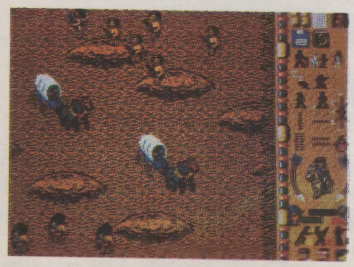
Cinemaware believes TV Sports Baseball to be its most statistical product yet. The programme features a 162 game season and 25 man rosters – with a five man reserve list to replace injured players. There are also 26 all-time great teams, and a complete general manager mode.

However, players won't have to use the huge statistical database. For those who are more arcade inclined, there will be the option to get straight in there and play.

Fighter Command is to be released by Impressions around mid-October on the Amiga, ST and PC. The game will include all manner of military hardware, ranging from state-of-the-art aircraft to SAMs, Scuds and Patriots.



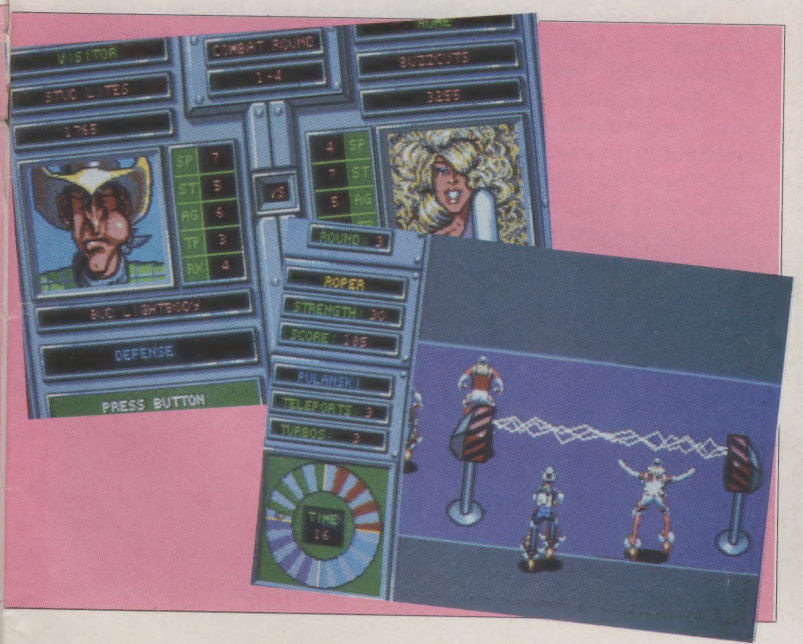
FORT APACHE



No, not a game based around the classic film of the same name. Instead, you are in charge of Fort Apache and its garrison of 45 rookie troops.

You'll be responsible for leading your men through a myriad of missions, ranging from dealing with the troublesome Mexican bandits to sorting out those darn pesky Indians and protecting the towns and railroads from imminent attack.

Due out in October, **Fort Apache** will be released by Impressions on the Amiga, ST and PC.



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Amazing Microbyte Compo 9
GX and Microbyte give you the opportunity to win a fab Sega Mega Drive or some of the hottest Christmas releases. Just think, over £5,000 worth of prizes.

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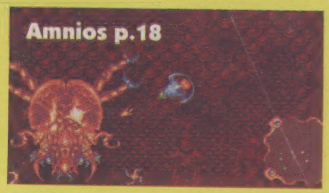
We introduce you to the people behind the computer screen comeback of those little green pests. Probe let you in on a pizza the action. (Come on, who wrote that headline? – Ed.)

Game of the Week

Strike II 16
The sequel to Thunderstrike. Vector graphics shoot'em-up action from Millenium, and it ain't half bad either!



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Dr X's Clinic 11
He might not be the politest person you've ever spoken to but he sure knows his games.

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Terminator fever leaves no parts of the mag untouched.

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A guide to Rolling Ronny, the final parts of the Beast 2 and Heart of China player's guides. Plus our usual tips in this six page section.

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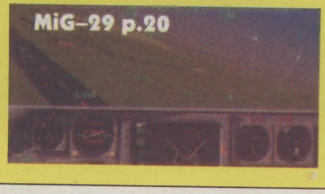
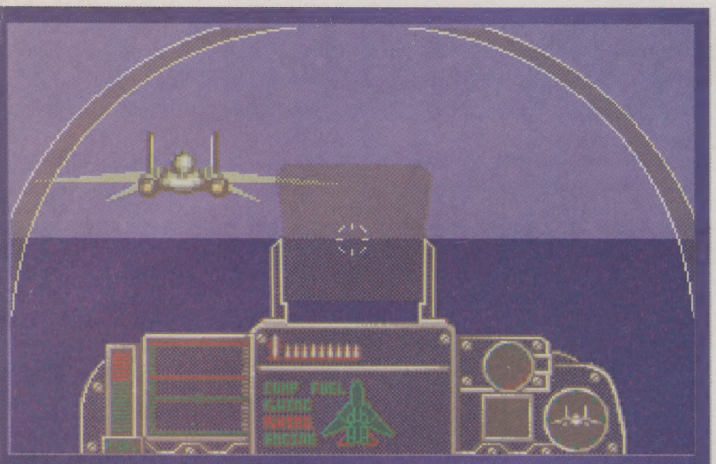
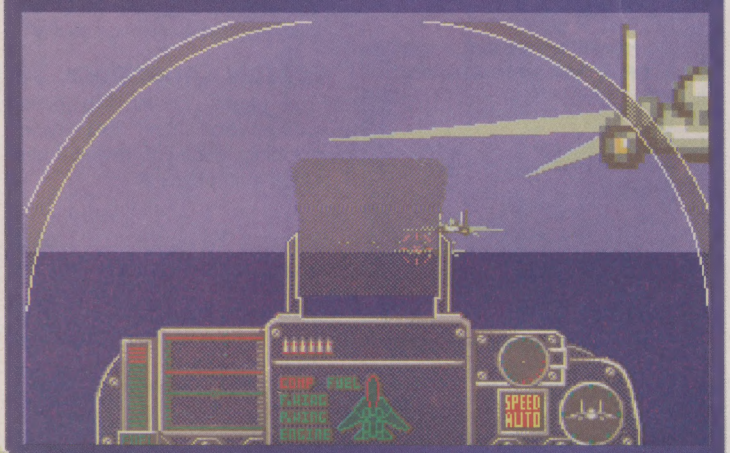


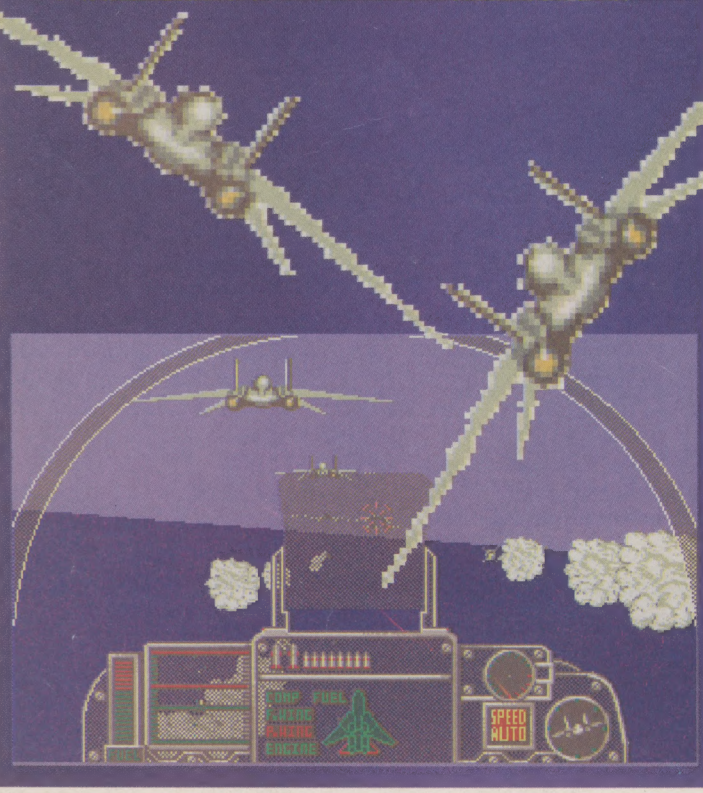


G-LOC

Gradual Loss of Consciousness, or *G-Loc*, is coming along nicely. US Gold is very pleased with the game's progress and promises that it will be a real winner. Judging from what I've seen, it looks like US Gold will be right.

Unlike Activision's Afterburner, the onus is on playability, and it really shows. Out this November, G-Loc will be available for all major formats. The only thing that US Gold can't emulate is the rotating hydraulic chair.





SUZERAIN

Ever since a meteor hit the surface of Djin Da'ra, an evil force has gradually taken over the planet. Only one person can stop the flow of terror, and that saviour is you, the manipulator.

Accompanied by two faithful assistants, the Trekars, you must trap evil wherever you find it.

***Suzerain* is an eight-way scrolling arcade adventure. Featuring stunning graphics, the game looks pretty surreal.**

The planet of Djin Da'ra boasts a host of beautifully drawn landscapes, some of which are easier to visit than others.

A unique and imaginative game, it has been programmed by Foursfield, the team responsible for the highly acclaimed Brat. Due for release this winter by Imageworks, it will be available for the Amiga, ST and PC.

COMPO WINNERS

The overall winner of the Infogrames **North and South competition** is Andrew Capper from Spalding. He will soon be winging his way to Lyon for two days which he will spend at Infogrames chairing the development meeting.

The two runners up who both win a Game Boy are Chris Payne and someone who forgot to include their name. So if you were the person who drew this picture drop us a line.

Rob Sears, Robert Hind, Martin Breen, Jim Burns, MCR Ellis, Simon Hatton, Stephen Evans and Christopher Ridings will all receive a game from Infogrames.

TV SPORTS BOXING

Cinemaware is set to release *TV Sports Boxing* this autumn. Available through Mirrorsoft, the game will be available on the PC with an Amiga version to follow soon after.

In addition to the punching action, players will also be able to take a look behind the scenes as they train and groom their fighter for the world title.

The ringside action promises to be the best yet to appear on the home computer. In the ring you'll be a trained killer with one aim – the title.

As a coach, you inherit the task of training your man and ensuring that all statistics, such as his stamina and punching power, are in tiptop condition.

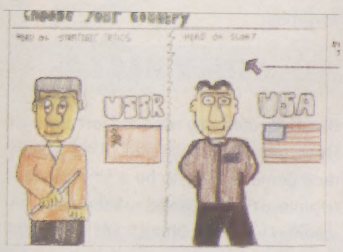
You will also be responsible for shrewd business decisions and setting up the big fights. All in all, TV Sports Boxing encompasses all the aspects of the noble sport, and I can't wait to play it!

PROJECT X

Wakefield's very own Team 17 is currently putting together the finishing touches to its next mega game. Mysteriously titled *Project X*, it seems set to delight shoot'em-up fans everywhere.

The game is only available on a 1 meg Amiga and features full-screen overscan, super-smooth two-way scrolling, 32 colours, and of course, the usual excellent graphics and sound.

Available later on in the year, Project X will set you back £24.99. By the looks of it, it'll be money well spent.



... COMING SOON!

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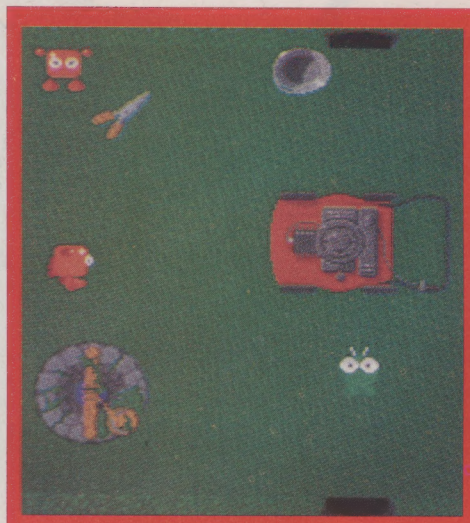
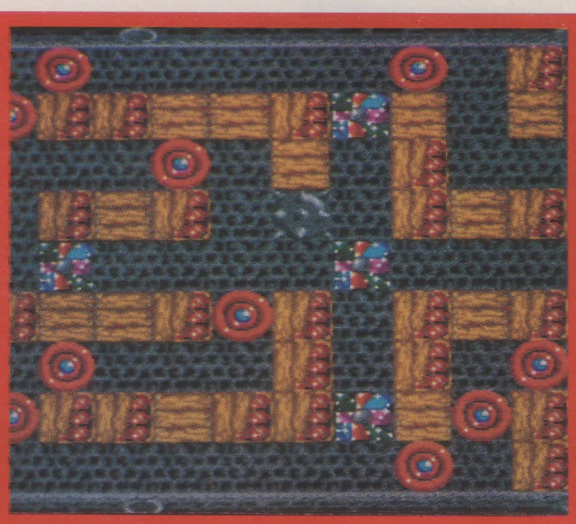


THE MOOCHIES

The ultimate in puzzle games, *The Moochies* offers hours of inflating puzzles and arcade action. It sees you scouring a castle for 24 pieces of the Spellbuster machine.

On each level you have to join three blocks together. Easy, huh? Not really! There are oodles of nasties all hungry for lunch. Available on the Amiga sometime in October, the game will be released by Impressions.



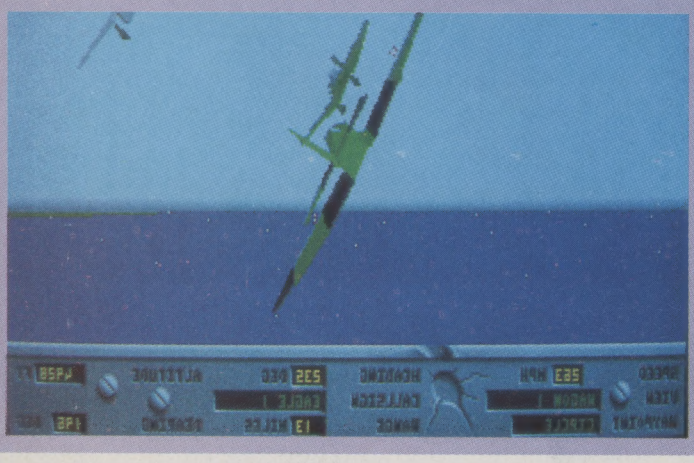
REACH FOR THE SKIES

PSS is soon to release *Reach for the Skies* on the ST, Amiga and PC. You'll have the option to play the role of either the German or British controller in one of the world's most spectacular air wars, the Battle of Britain.

Alternatively, you'll be able to adopt the role of an ace pilot on either side. You fly the likes of the British Spitfire and Hurricane or the German Bf109, Bf110, and JU87 or, if you prefer, act as a gunner in a Bf110, JU87, or JU88.

Reach for the Skies captures all the excitement and action from the battle. In addition to all the historical missions, players will also have the opportunity to practise and perfect their skills.

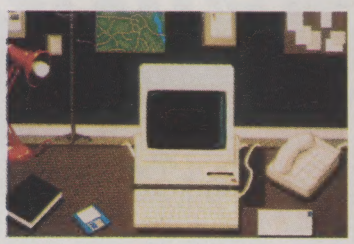
Billed as the closest reconstruction of the crucial battle, the game is destined to be the definitive flight combat simulator.



CRIME CITY

There's been a murder and your old man is under suspicion of being public enemy number one! It's up to you to clear his name and find the real killer.

Apparently, the old fella, who's a private detective, was on a case and it looked like something big was going down. Now, his friend David Walker is in the morgue and he's in the slammer.



Using the icon-driven menu, you must solve the sticky situation. You'll be able to question people, tap into phone lines, and hack computer systems.

Unfortunately, your dad's only got so long and time is of the essence. **Crime City** from Impressions will be available on the Amiga and ST this November.

INDY HEAT

Storm is currently working on an **Indy Heat** coin-op conversion. This brilliant race game is likely to be a simultaneous two-player challenge. Whether the steering-wheel control will translate accurately we'll have to wait and see. Indy Heat is set for Christmas release.

STORMING CONSOLES

Storm/Sales curve has just released news that its terrific coin-op conversion of the popular arcade street fight game, **Pitfighter**, is to be developed for the Nintendo game machine. Meanwhile it is to publish an NES and Game Boy version of **Nebulus**, all of which are due for release at the start of 1992.

WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, What's Out and When is our guide to when the games are actually due to hit the streets. The list below details which games will be released – i.e. you will be able to buy them – during the next seven days...

Product	House	Team	Format	Price	Date
Bart Vs the Space Mutants	Ocean	Arc	Amiga, ST, PC	£24.99	30/9/91
			Amstrad disk	£14.99	30/9/91
			Spectrum disk		
			C64 disk		
			Amstrad disk	£9.99	30/9/91
			Spectrum cass		
			C64 cass		
Funschool 3 (Age 5-7)	Europress Software	Colin White Peter Hickman	CDTV	£24.99	2/9/91
Hard Nova	Electronic Arts	Abersoft	Amiga, ST	£25.99	1/9/91
Lord of the Rings	Electronic Arts	Interplay	Amiga	£25.99	1/9/91
Magic Pockets	Mindscape	Bitmap Bros	Amiga, ST, PC	£25.99	3/10/91
Rugby World Cup	Domark	Walking Circles	Amiga, ST	£24.99	3/10/91
			C64 cass	£10.99	3/10/91
			C64 disk	£14.99	3/10/91
Shuttle	Virgin	In house	Amiga, ST	£39.99	1/10/91
			PC	£44.99	1/10/91
Skyhigh Stuntman	Code Masters	In house	Amiga, ST	£7.99	1/10/91

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A.M.O.S. 3D	N/A	24.99
A.M.O.S. GAMES CREATOR	N/A	34.99
A.P.B.	7.99	7.99
A.T.F.2	17.50	N/A
ADVANCED DESTROYER SIM	17.50	17.50
ADVANCED FRUIT MACHINE	6.99	6.99
AFRICA KORPS	21.50	21.50
ALTERED DESTINY	N/A	21.50
ARMALYTE.....NEW	17.50	17.50
ARNHEM	N/A	13.99
BACKGAMMON	17.50	17.50
BARDS TALE 3	N/A	17.50
BATMAN THE MOVIE .....NEW PRICE	7.99	7.99
BATTLE CHESS	17.50	17.50
BATTLE CHESS 2	N/A	17.50
BATTLE OF BRITAIN(THEIR FINEST HOUR)	21.50	21.50
BATTLE OF BRITAIN MISSION DISK	10.99	10.99
BEACH VOLLEY	7.99	7.99
BLADE WARRIOR	N/A	17.50
BLOOD MONEY	7.99	7.99
BUDOKAN	N/A	9.99
BURGER MAN	7.99	7.99
C.J.'S ELEPHANT ANTICS .....NEW	6.99	6.99
CABAL	7.99	7.99
CALIFORNIA GAMES	7.99	7.99
CAPTIVE	17.50	17.50
CAR-VUP & TORVAK THE WARRIOR	17.50	17.50
CARRIER COMMAND	9.99	9.99
CENTREFOLD SQUARES	9.99	9.99
CENTURIAN	N/A	17.50
CHALLENGE GOLF 3-D	17.50	17.50
CHAMPION OF RAJ	17.50	17.50
CHASE H.Q 2	17.50	17.50
CHESS CHAMPION 2175	21.50	21.50
CHUCK ROCK	17.50	17.50
CHUCKIE EGG 1 OR 2	9.99	9.99
CLOUD KINGDOMS	7.99	7.99
COHORT FIGHTING FOR ROME	21.50	21.50
COLOSSUS CHESS 10	9.99	9.99
CONFLICT EUROPE .....NEW PRICE	9.99	9.99
CONFLICT MIDDLE EAST	N/A	21.50
CONQUEROR.....NEW PRICE	7.99	7.99
CONTINENTAL CIRCUS	7.99	7.99
CORPORATION + MISSION DISK	17.50	17.50
CRICKET (1 MEG ONLY)	N/A	21.50
CRICKET CAPTAIN	17.50	17.50
CRUISE FOR A CORPSE.....NEW	N/A	21.50
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DELUXE STRIP POKER	9.99	9.99
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DRAGON SPIRITS	7.99	7.99
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F15 STRIKE EAGLE 2	24.99	24.99
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F19 STEALTH	21.50	21.50
F29 RETALIATOR	17.50	17.50
FANTASY WORLD DIZZY	6.99	6.99
FAST FOOD	6.99	6.99
FERRARI FORMULA ONE	9.99	9.99
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GALLUP CHARTS

It's hot, it's happening...it's the weekly all formats chart from Gallup, exclusive to *Games-X*.

ALL FORMATS

1	▲	MANCHESTER UNITED EUROPE	House: KRISALIS Team: P HARRAP
2	★	CRUISE FOR A CORPSE	House: US GOLD Team: DELPHINE
3	▼	RAINBOW COLLECTION	House: OCEAN Team: VARIOUS
4	▼	THUNDERHAWK	House: CORE DESIGN Team: MARK AVORY
5	◆	DIZZY COLLECTION	House: CODEMASTERS Team: OLIVER TWINS
6	★	RODLAND	House: STORM Team: SALES CURVE
7	▲	F15 STRIKE EAGLE 2	House: MICROPROSE Team: MPS LABS
8	▲	ELF	House: OCEAN Team: NIRVANA SYSTEMS
9	▲	PGA TOUR GOLF	House: ELECTRONIC ARTS Team: LEE ACTOR
10	▼	HEROQUEST	House: GREMLIN Team: 221B
11	★R	KICK OFF 2	House: ANCO Team: DINO DINI
12	▼	TEENAGE MUTANT HERO TURTLES	House: IMAGEWORKS Team: PROBE
13	★	HANNA BARBERA COLLECTION	House: HI-TECH SOFTWARE Team: VARIOUS
14	★R	CREATURES	House: THALAMUS Team: APEX BROTHERS
15	★R	MULTI-PLAYER SOCCER MANAGER	House: D&H GAMES Team: IN HOUSE
16	▼	BIG BOX	House: BEAU JOLLY Team: VARIOUS
17	▼	MONKEY ISLAND	House: LUCASFILM Team: IN HOUSE
18	★R	VIZ	House: VIRGIN Team: PROBE
19	★	GRANDSTAND	House: DOMARK Team: VARIOUS
20	★R	PREDATOR 2	House: IMAGEWORKS Team: ARC DEVELOPMENTS

AMIGA

1	★	CRUISE FOR A CORPSE	House: US GOLD Team: DELPHINE
2	▼	THUNDERHAWK	House: CORE DESIGN Team: MARK AVORY
3	▲	PGA TOUR GOLF	House: ELECTRONIC ARTS Team: LEE ACTOR
4	▲	MANCHESTER UNITED EUROPE	House: KRISALIS Team: P HARRAP
5	▲	ELF	House: OCEAN Team: NIRVANA SYSTEMS
6	▼	F15 STRIKE EAGLE 2	House: MICROPROSE Team: MPS LABS
7	★	RODLAND	House: STORM Team: SALES CURVE
8	▼	MONKEY ISLAND	House: LUCASFILM Team: IN HOUSE
9	▼	EYE OF THE BEHOLDER	House: US GOLD Team: SSI
10	▼	RAINBOW COLLECTION	House: OCEAN Team: VARIOUS

BUDGET

1	◆	NEW ZEALAND STORY	House: HIT SQUAD Team: CHOICE
2	★	BATMAN – THE MOVIE	House: HIT SQUAD Team: IN HOUSE
3	▲	SHINOBI	House: MASTERTRONIC Team: BINARY DESIGN
4	▼	BUBBLE BOBBLE	House: HIT SQUAD Team: SOFTWARE CREATIONS
5	◆	CABAL	House: HIT SQUAD Team: SPECIAL FX
6	▲	MAGIC LAND DIZZY	House: CODEMASTERS Team: OLIVER TWINS
7	▼	MOONWALKER	House: KIXX Team: EMERALD SOFTWARE
8	▲	QUATTRO SKILLS	House: CODEMASTERS Team: VARIOUS
9	▼	DOUBLE DRAGON	House: MASTERTRONIC Team: BINARY DESIGN
10	★R	FOOTBALLER OF THE YEAR 2	House: GBH Team: IN HOUSE

ATARI ST

1	▲	FLIGHT OF THE INTRUDER	House: MIRRORSOFT Team: SPECTRUM HOLOBYTE
2	▲	MIDWINTER 2	House: RAINBIRD Team: MIKE SINGLETON
3	★R	F15 STRIKE EAGLE 2	House: MICROPROSE Team: MPS LABS
4	▼	MANCHESTER UNITED EUROPE	House: KRISALIS Team: P HARRAP
5	◆	LEMMINGS	House: PSYGNOSIS Team: DMA DESIGN
6	▼	RAINBOW COLLECTION	House: OCEAN Team: VARIOUS
7	▲	ELF	House: OCEAN Team: NIRVANA SYSTEMS
8	★R	PREDATOR 2	House: IMAGEWORKS Team: ARC DEVELOPMENTS
9	▼	GODS	House: RENEGADE Team: BITMAP BROTHERS
10	★R	KICK OFF 2	House: ANCO Team: DINO DINI

IBM PC

1	★	WING COMMANDER 2	House: MINDSCAPE Team: ORIGIN
2	▲	DAILY DOUBLE	House: CDS Team: IN HOUSE
3	◆	GAUNTLET 3	House: US GOLD Team: SOFTWARE CREATIONS
4	★	TRIVIAL PURSUIT GENIUS	House: DOMARK Team: IN HOUSE
5	★R	FUN SCHOOL 3 (5-7)	House: EUROPRESS SOFTWARE Team: IN HOUSE
6	★	CHESSMASTER 2100	House: MINDSCAPE Team: IN HOUSE
7	★	SUPER LEAGUE SOCCER	House: IMPRESSIONS Team: IN HOUSE
8	★	VIRTUAL REALITY 2	House: ELITE Team: VARIOUS
9	★R	WING COMMANDER	House: MINDSCAPE Team: ORIGIN
10	★R	SPIRIT OF EXCALIBUR	House: VIRGIN Team: IN HOUSE

★ New Entry ▲ Climber ◆ Non mover
▼ Faller ★R Re-entry

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2. SPACE CRUSADER
3. THE SIMPSONS
4. TERMINATOR 2
5. ALIEN BREED
6. PROJECT X
7. PITFIGHTER
8. SUPER SPACE INVADERS
9. MEGA LO MANIA
10. FALCON CLASSIC COLLECTION

AND FINALLY...

Then all that's left is to post your entries in the special compo box in one of the 17 Microbyte stores which are listed below. If you can't get to one of these then don't worry, just send your wordsearch by post to: Microbyte Head Office, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH.

The closing date for entries is Thursday 17 October.

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RULES

No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final. No photocopied competition entries will be accepted.

8-BIT EXTRAVAGANZA - C64

'I'm too sexy for this page.' Oh, I wish Scoop would stop playing that annoying record around the office, it's beginning to get on my nerves! I know, I'll nick Nick's copy and burn it. Hopefully, that'll soon stop him...

Great news for all C64 owning Bart fans. Ocean's conversion of Bart Vs the Space Mutants will be available within the next few months. The 16-bit version was reviewed in issue 13.

Gameplay looks just as good as on the Amiga and ST and the graphics are also pretty impressive.

If you're a fan of Bart, then you'd better start queuing outside the computer shop as soon as possible to get a copy.

RODLAND

STORM
c£11.99 d£16.99
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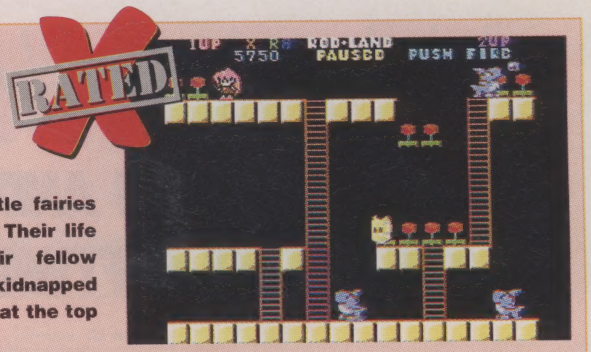
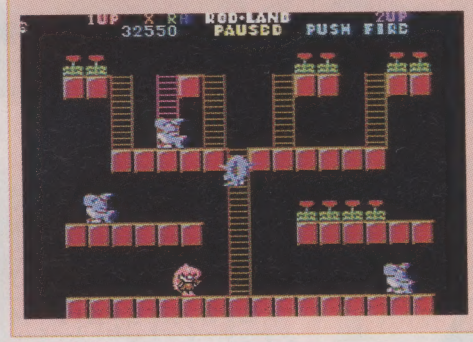


Tam and Rit are two cute little fairies who live in the fairy village. Their life was a happy one until their fellow compatriots turned sour and kidnapped their mum, before concealing her at the top of the Maboots tower.

It's now up to you to control either Tam or Rit and try and reach the top of the tower and rescue your nearest and dearest.

Using the powerful rods of Sheesanomo as weapons, and a pair of rainbow boots kindly donated by your pop, you set out on the daunting task ahead.



The graphics are perhaps the cutest you could see anywhere and luckily the game isn't a boring platform challenge. Rodland is one of the best products I have seen on the C64, with sound effects being almost identical to the Amiga.

Playing Rodland with a friend proves to be the best fun you can have with your machine at the moment.

It comes thoroughly recommended, and if you don't purchase it now, then you'll maybe regret your lack of foresight for the rest of your living days.

Now do me a favour and pass me the bucket, the packet of vegetable soup, and a kettle full of boiling water!

X-RATING: XXXXX

1	▲	**CREATURES** House: THALAMUS Team: APEX BROTHERS
2	NEW ENTRY	**RODLAND** House: STORM Team: SALES CURVE
3	▼	**RAINBOW COLLECTION** House: OCEAN Team: VARIOUS
4	▼	**DIZZY COLLECTION** House: CODEMASTERS Team: OLIVER TWINS
5	RE ENTRY	**MANCHESTER UNITED EUROPE** House: KRISALIS Team: P HARRAP

CHEATING BLIGHTER

INSPECTOR HECTI IN THE INTERCHANGE

I gave you the first four codes for this excellent game in issue 15, so here are the rest...

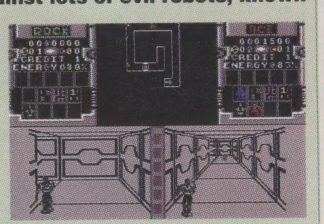
Level 26: TANK
Level 31: GOLD
Level 36: COLD
Level 41: BANG
Level 46: MUFC

XYBOTS

HIT SQUAD £3.99 OUT NOW

Wow, I've just woken up after the longest spell of boredom in my life. The reason? Xybots. Probably the most tedious game I've played in a long time.

You adopt the role one of two elite space commandos, Rock Hardy or Ace Gunn, as you begin the fight against lots of evil robots, known as the Xybots.



This is a shooty-shooty maze game, in which the maze is viewed from behind the man you control, with endless corridors stretching out in front of you. The graphics are terrible, possibly some of the worst I've ever come across on the C64 ever! Why did they use monochrome?

Sound effects are scarce, and what there is doesn't really impress. It is our duty as reviewers to warn you against games such as this. Be it on your own head to buy it!

X-RATING: X

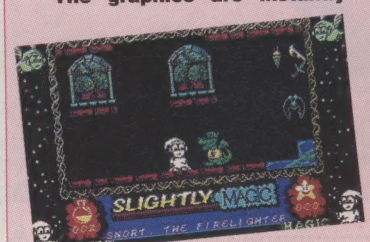
SLIGHTLY MAGIC

CODEMASTERS
£3.99 OUT NOW

Slightly is the young urchin come wizard who must explore the laboratory of his mentor, Bigwiz, and collect the spells from the spell cabinet before rescuing a princess from the clutches of an evil, sunburnt and rather pink dragon.

This is the everyday job of being a wizard's apprentice locked up in his master's castle. CodeMasters has made it into a platform arcade adventure. Hold on, that's what the Dizzy games are, aren't they?

The graphics are instantly appealing to younger players with their cartoon style, although a bit too similar to the Spectrum for my liking. The game's sense of humour is also extremely silly.



The puzzles are simple to solve and somewhat repetitive. Most of the time I found myself giving dragons buckets of water to put out their flames.

If you are below the age of 13, looking for yet another Dizzy style game, and have the correct amount of dosh, I recommend you try this. Otherwise, go for one of the large number of Dizzy games.

X-RATING: XXX

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Dr X

What's it all about, eh? The Universe, the world we live in and life in general – it's a total mystery to me. Why do I help a bunch of ungrateful people when I could be living it up on a sun-bleached beach on some tropical island? I don't know, I really don't. Mind you, if I wasn't here who would solve all of your problems? Ask any ordinary GP and he won't know how to kill the mutant slimer-thingy at the end of level two, will he? If you do want a tip (not a cheat), write to: Dr X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

PULLING YOUR LEG

I am stuck in King's Quest 3: To Heir is Human. No matter how hard I try I can't find Mannanan's office. Please can you tell me where it is.
Neil Byrne, Basildon.

Dr X: By Mannanan's office I take it you mean his laboratory found underneath his house. To gain access to this hidden room first enter his study after he has left (be careful, since he returns every five minutes) and examine the bookshelf.

Mannanan is a devious character to deal with, especially when you have to obey his every command or face the consequences. Wait until he leaves the house before you root through his belongings

Next look at the books and move the one that is sticking out. Behind the book is a lever which you must pull. A trapdoor will open and down the steps you will find the lab and the next stage of the adventure. Make sure you're out by the time Mannanan returns otherwise your game will end rather abruptly.

CODENAME: STUCK

Please help me, I am even more stuck than Eamon McEntee on Codename: Iceman. I can't get Colonel Braxton to answer the phone. I've found the microfilm in the earring, met Stacy, danced with her, drunk with and even jumped into bed with her (gee, you loose gigolo – X). I've also saved a girl from certain death (being the kinda guy I am). I think I have to play cards with someone but I don't know who or how to.
James Warren, Orpington.

Dr X: You seem to have listed virtually everything apart from one minor detail. Before you can call Braxton you must first receive a message from him. The message tells you to call him immediately and can be found at the hotel reception – the clerk should hand it to you when the time is right. Walk back to your hut and grab the phone book from your suit in the closet, dial Braxton's number and he'll inform you of your mission.

Before you call Braxton you must first read the message left at the hotel reception. Then grab your little black book and give the General a call

GRAB YER JOYSTICK AND SHOOT

Without hesitation I bought Xenon 2 – Megablast when it first came out two years ago and since then have reached the fifth and last stage but with only one life left I don't get very far.

Please, please, please, if you know of a cheat please tell me but if not, could you give me any tips.
Ejike Agubor, Woolwich.
PS. Your other half looks just like my friend's Auntie Dylis.

The best tip for Xenon 2, as with most other shoot'em-ups, is to grab yourself a joystick with a decent autofire such as the Delta 2000 or a Comp. Pro 5000 Extra. The alien nasties won't know what has hit them!

Dr X: Your mate's Aunty may look like my dearest wife but I bet she isn't as moody as the old crab indoors! Xenon II is a simple game if you know what you're doing. I don't know a cheat, but I do know one extremely useful tip.

Before you start playing, grab yourself a joystick with a decent autofire – try a Competition Pro 5000 Extra or a Delta 2000. Switch on the autofire and a constant stream of fire will flow up the screen. This will enable you to destroy virtually everything in your path, so by the time you reach the later stages you will be able to equip your ship with four lasers. Now playing the last level should be far easier.

FIGHT FIRE WITH FIRE

Please save my sanity and stop my 15 year old son from hitting me over the head with a lethal weapon.

He wants to use his computer again but I won't let him until I've completed Cadaver. I'm a dim 35 year old (you said it, not me – X) and never had a computer as a child (actually I don't think they'd been invented).

Anyway I could well be a grandmother by the time I've succeeded. I'm ashamed to say I'm stuck on the first level. How do I get past the Dragon? Do please help me.
Janice Day, Watford.

Dr X: Welcome Janice and ready yourself for the trip of a lifetime. Your name was pulled out of the hat and this week you are a lucky winner. For the trouble you took to write in, we're going to award you with one helluva prize. Yes, you have won the tip of your choice! You lucky, lucky lady, you! To kill the dragon you must simply collect the fireball spell found earlier in the game. Use this on the overgrown lizard and soon you'll be battling over level two.

When the dragon spits a ball of flame at you return his gesture by lobbing a fireball at him. A couple of direct hits will blow out his flame allowing you to advance

INTERCEPTING THE RUNWAY

In FA-18 Interceptor from Electronic Arts when I come into land, I reduce to 40 percent thrust and on touchdown reduce to 10 percent thrust and apply the brakes. Next I lower the arrestor hook and press G key for the landing gear but the plane never goes below five or six knots. Help (please!).
Simon McKay, Northampton.

Dr X: Did you know that you should always sit next to the black box in an aircraft because it always survives the crash? It's a joke, geddit? Enough of the inane dribble and on with the reply. You are not cutting the power to the engines and that's the reason why you're still moving.

On the landing approach decrease the thrust and extend the landing gear as well as the arrestor hook. When you touchdown and the thrust is on 10 percent, press F1 again to cease all power. Make sure you stop before the end of the runway!

WIN!

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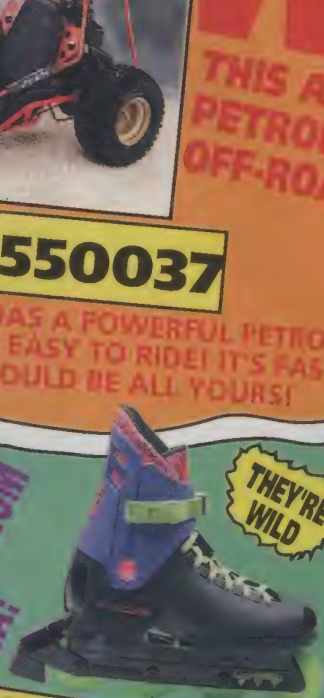

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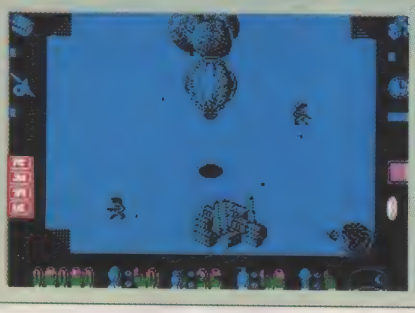
PHILLEAS FOGG'S BALLOON BATTLES

ZEPPELIN £3.99 OUT NOW

Strange is the only word which came to mind when this game arrived in the office. Despite having the worst title ever to be heard of in a computer magazine, it is quite an interesting little game.

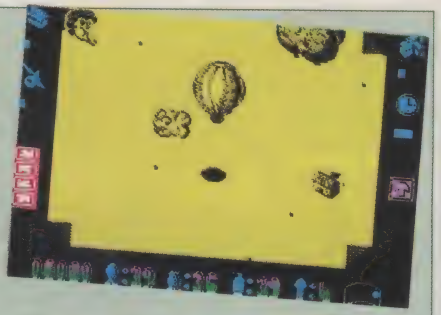


Your aim is to map out the hostile land below you. This isn't really that easy because there are lots of nasty people roaming the plains below, intent on destroying your balloon.

While up in the air you have bombs that can be dropped on unsuspecting meanies. Be on your guard against the wind though, because it will probably affect your flight path.

Control is made slightly more difficult by having to land and take off to give out your gathered information.

Graphically the game is fairly detailed and cartoon-like. The sound too is of a high standard and adds to the atmosphere of ballooning, but as a whole this will only appeal to younger players. Most of you will be bored in a matter of minutes. However, at this price it is still worth a look.



X-RATING: XXX

'To fight a war, you've gotta become a war!' Wise words spoken by two of the great philosophers of our time: Rambo, and Gizmo from Gremlins 2. If only old Mr Phil Fogg had known about that when he was fighting his 'Balloon Battles...' (Get on with it, Bri! – Ed)

How many little kiddies out there have watched the extremely silly programme, Round the Bend, on CITV? Loads? I thought so! Well, now you'll be pleased to hear that Impulze Software is releasing a game based on the cult show.

It will see all your favourite characters, including Doc Croc, Lou Brush, and Jemima, as they try to piece together the pages of a lost comic with the help of a video printer. It will retail at the usual Impulze price of around £10 and will be available in October.

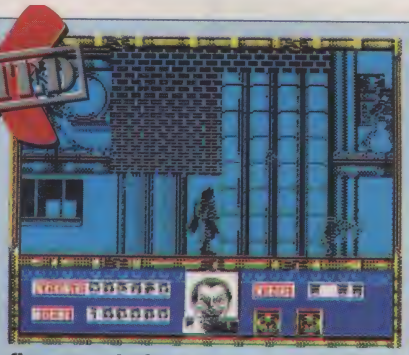
BATMAN

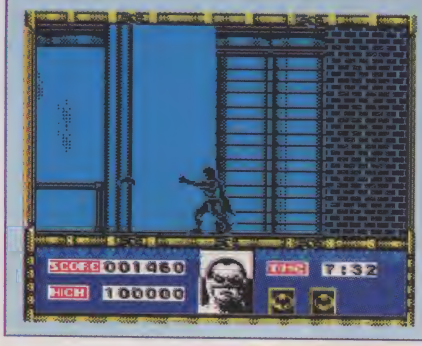
HIT SQUAD £3.99 OUT NOW

RATED X

The dark knight has returned to save Gotham City from the dastardly deeds of the evil Joker who is poisoning people with deadly chemicals hidden in beauty products. Anyone who uses them dies laughing. 'Die with a smile on your face!'

Five levels and three game styles make up what is one of the best film conversions to date. Level one and five are platform style romps. These are fun to play and could be classed as the best in the game.





Levels two and four are left to right scrolling sections in which you drive the Batmobile and fly the Batwing.

The third style is a pretty naff little puzzle game and thankfully it is not very long lasting! At £4 this is a real steal and you'd be rather silly to let this one pass you by.

X-RATING: XXXX

CHEATING BLIGHTER

THE UNTOUCHABLES

On the high score table enter your name as HUMPHREY BOGART and during the game press Q, W and E to skip to the next level.

NAVY SEALS

Type in your name as CLUBBING SEASON on the high score table and you will get a screen full of cheat information. Very handy, believe me!

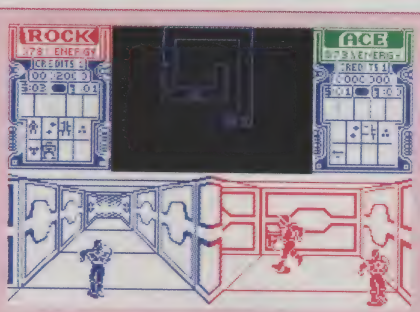
1		**DIZZY COLLECTION** House: CODEMASTERS Team: OLIVER TWINS
2	RE-ENTRY	**MANCHESTER UNITED EUROPE** House: KRISALIS Team: P HARRAP
3		**F16 COMBAT PILOT** House: DIGITAL INTEGRATION Team: DI
4	RE-ENTRY	**MULTI-PLAYER SOCCER MANAGER** House: D&H GAMES Team: IN HOUSE
5		**RAINBOW COLLECTION** House: OCEAN Team: VARIOUS

XYBOTS

HIT SQUAD £3.99 OUT NOW

Xybots is a shooty adventure game in the style of Gauntlet, with the graphical look of Dungeon Master. Unfortunately, this is where the similarities end since it turns out to be a poor clone of both of these titles.

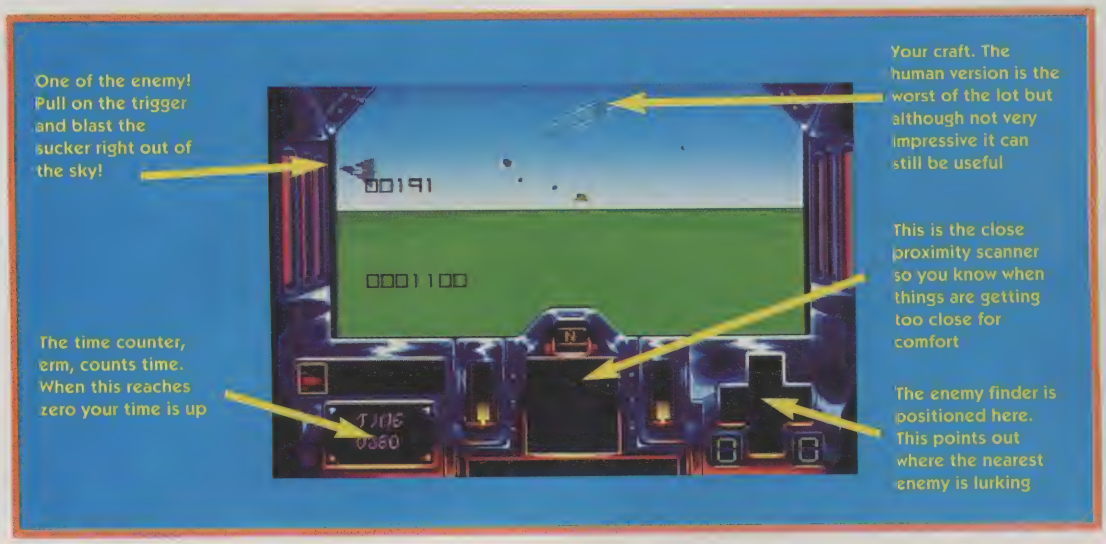
This is one of the worst games I have ever played on any machine. It has neither the speed nor the playability of Gauntlet and the graphics are extremely poor and jerky. They could have certainly been a lot better if you compare them to the arcade version. On the whole, the characters just don't seem to move.



Each level is shown on a plan at the top of the screen and as you run around searching out and shooting down enemies, you are also trying to find a floor panel that will allow you to end the level.

Even for the sum of £4 this is daylight robbery. Avoid like the plague!

X-RATING: X



STRIKE II

About a year and a half ago Millennium released Thunderstrike. This was a sort of Defender with vectors, graphics, and speedy gameplay. Now, after the acclaim of the first comes the second, simply entitled Strike 2...

You sit in the cockpit of your highly expensive and fully armed Strike craft, the adrenalin pumping furiously around your body. It will only be a matter of seconds before the game begins, the game where there is only one winner, he who lives on through to the end.

'Let me live to see another day!' you say under your breath. The klaxon sounds and the game is under way. Within a matter of seconds, bullets and various other deadly projectiles are flying past your nose.

Then you see it. An enemy craft in your sights and unaware of your presence. You unleash a payload of shells into the craft and feel a sense of joy as it explodes in a ball of flames before your very eyes. You feel triumphant even though you know the game is far from over...

A STRIKING RESEMBLANCE

Taking on the role of a fearless pilot you must fly your chosen Strike craft and compete against the best in the galaxy, testing your flying skills to the full in over 60 alien arenas.

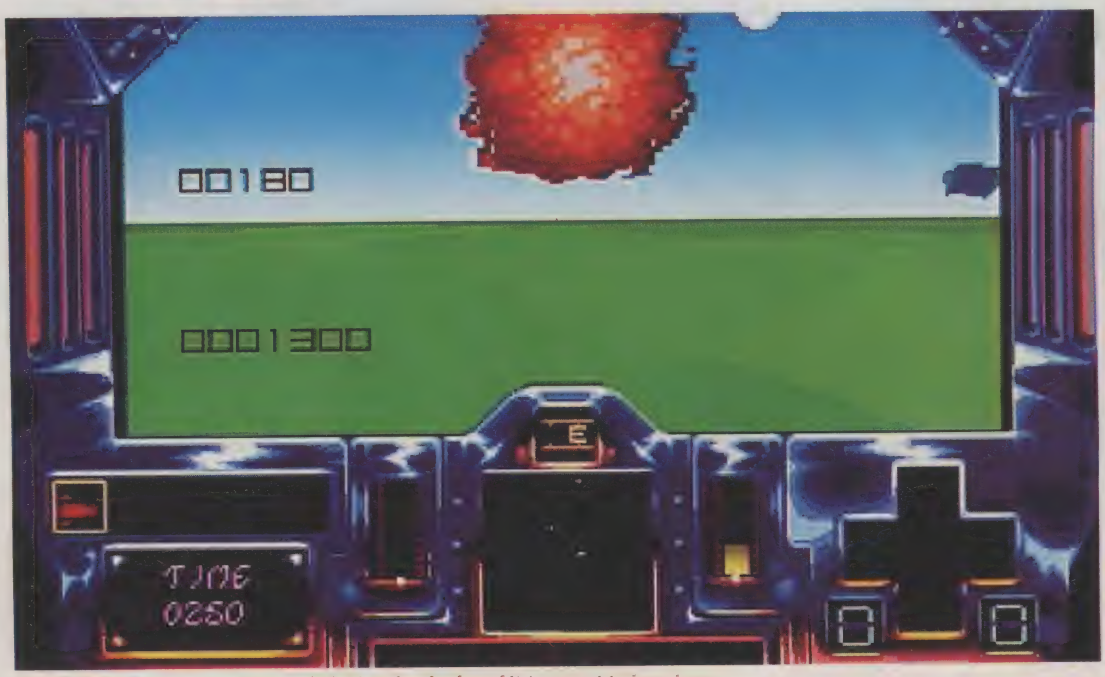
There are many different game styles throughout, all requiring a certain amount of skill. There is a style similar to the original game where you have to defend yourself and your installation while attempting to blast the enemy generators to kingdom come.

Looks like the enemy craft are getting restless and attacking me in great numbers. Luckily my great skill will soon get rid of them all

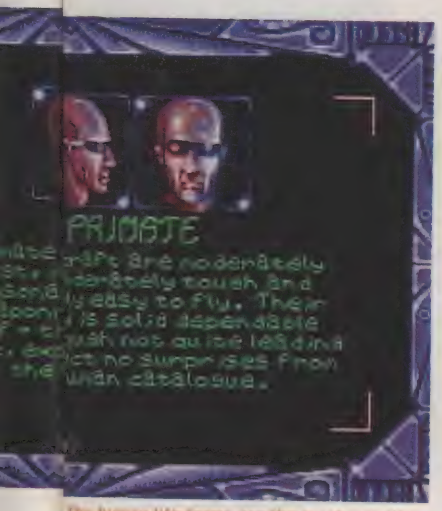
At the end of each system of planets there is a mother beastie for you to beat. These can all take a number of hits and have loads of smaller drones to defend them. Believe me, these are not at all easy to destroy!

You get to choose which race you wish to belong to. Each one has four types of craft with their own characteristics and design. There is a screen full of data on each one which you may wish to peruse before you choose.

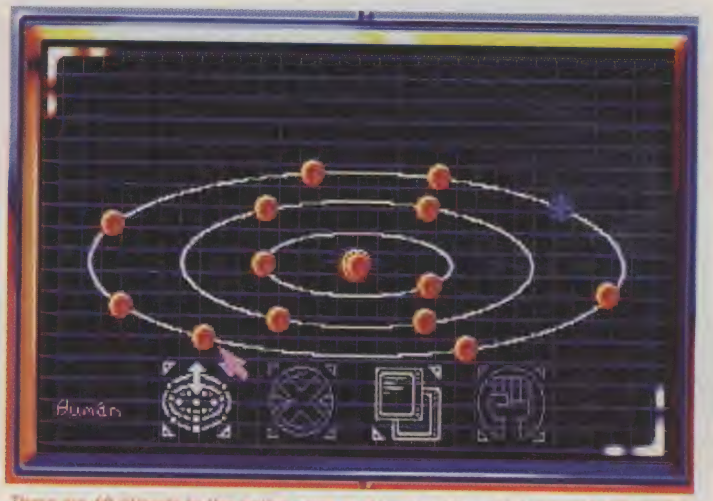
The game is controlled by whatever you have connected to your machine. If you have a mouse I strongly recommend using it! The craft is easy to fly, with a fire button



Oops! Moving into a stray enemy missile just for the fun of it turns out to have been a bad idea. The resulting explosion looks very impressive but brings bad news



The human life-forms are the most primitive in the game. Typecast again!



There are 60 planets in the entire game and you aren't going to complete them as easily as you think. They may all look similar but your chances of survival are low

and accelerator on a two button mouse, while moving the mouse around will thrust you about the screen. Forwards and backwards on the mouse changes the altitude, thus making it easier to avoid incoming missiles.

Outside the main game, everything is icon driven and the only typing you need to do is enter your name. Clicking on the various icons will allow you to save the game, select both your race and craft, in fact everything you need to do and more.

The in-game areas are represented on smooth, fast moving vectors. Each craft has a different look and the game is very simple to play.

At the end of each planet system you find a meanie who'll stop at nothing to kill you. This one consists of 12 black balls each of which must be shot individually

SMASH 'N' GRAB

The basic aim is to blast everything you see and stop the same thing happening to you. To enter each contest you need to pay. Luckily there is a prize of a whopping great amount of lolly for you, should you be successful in your objective. This cash can be used to replenish your ammo supply or to buy new and more powerful weapons.

This is without a doubt an improvement over its predecessor, so if you enjoyed that, then you know what you should do.

FACT FILE

Software House: MILLENNIUM
Programmer: Brian Pollock
Graphic Artist: Jason Wilson
Music/ FX: Richard Joseph

PC IBM PC

I have to say that Strike 2 is definitely a great blasting game that will appeal to shoot'em-up fans. Luckily there is enough in it to keep other gamers happy too.

The amount of levels will keep even the most hardened of you going for months as you strive for success. Each of the different levels offers a new challenge to the player and you will have your work cut out trying to complete them all.

Graphically this is excellent, as are most games on the PC at the moment. The colours have been used to great effect particularly on the craft.

As you turn round, the position of the sun affects the shadows along the side of your craft.

The sound too is very good and atmospheric, making it seem as though you are in the arena being shot at by various enemies. The tunes are all great and really fit into the game.

Sadly the difficulty level reduces the game's appeal. It is practically impossible to avoid enemy fire as you fly around the terrain. Fortunately, there is a save game option so that you can continue where you left off.

There is a computer link-up option as well, where you can work as a team to clear the sectors. However, I can see it leading to everyone fighting each other rather than the enemies, which proves to be great fun nonetheless.

This is one of the best vector graphic games I have played in a long time and fans of the original (which I only played very briefly) will certainly lap it up.

Out in October £30.99

Amiga

Millennium doesn't actually know who's going to convert this to the Commodore, but I have been assured that it will play the same.

The Amiga version will look astonishingly close to the PC, using 32 colour graphics and state of the art sound. The only major difference is going to be that the ground won't contain as many colours, but it will still be pretty impressive.

TBA Early 1992

X-RATING: XXXX

Gameplay: 18/20
Lastability: 17/20
Presentation: 17/20

GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXXX

The higher the rating the better the game

JOHN's idea of a hand held is fairly respectable, even though his taste in games leaves a lot to be desired. Maybe he should try a GT, at least these have more than two colours on-screen and won't strain your eyes that much!

NICK is going through a destructive phase at the moment, seeing as he has totally crashed every game that he's touched! Our art man Jon has also been complaining about certain intoxicating liquids which enter the office at night!

BRIAN is presently on the the look out for fluffy dice and a nodding dog. Unfortunately, our office Hot Rod has yet to get a car and has been bombing around the office beep-beeping, thinking he's Nigel Mansell. It's the moustache I tell you!

This is the accolade given to those games of exceptional quality and which the *Games-X* reviewers feel deserve extra recognition

PC IBM PC

Out in October £25.99

Which formats are available, followed by a comparative evaluation, the price and the release date.

Yuck! Firing away at an awful looking end of level guardian. A big horrible spider thingy, a few solid blasts will see it jellify

AMNIOS

Lurking in the centre of the galaxy is a cancerous life-form so big it assumes planetary dimensions. This Big Nasty eats everything it comes across. It has come across people. It wants to eat them too. If you don't want to get gobbled, you're going to have to fight back.

Amnios was created to tackle the Big Nasty. Symbiotic lifeforms, linked in mind, attack it like swarms of bacteria knocking out vital organs.

You are in control of a small ship fighting through 10 living worlds, where you have to steal DNA and ensure the destruction of vital organs and the biobeings that are thrown at you. On top of all this, you must rescue those poor imprisoned humanoids who turn up every once in a while.

The planet has four distinct vital organs; the heart, living parts, brain and eyes. Damaging these has a variety of effects on the number, type and way the bizarre biobeings will attack you.

If you are spotted by one of the eyes, your position will be relayed to the brain, which will then organise an attack against you.

BRAIN DEAD

You must destroy most of the brain for a slower, more random assault, and if you kill the eyes it reduces the chance of your being spotted quickly.

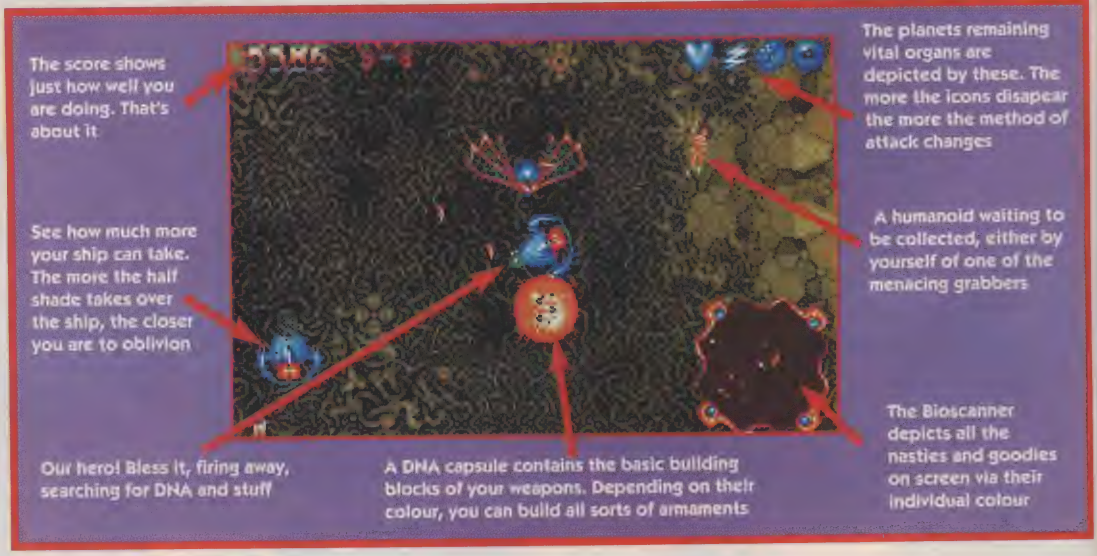
The bodily functions are all linked together in a pseudo-intelligent way, and this also affects the nasties that are thrown at you.

These strange creatures vary from horrible worms with nasty maws, bonded bios which are simpler life-forms linked together, through to laser firing wasps and snatcher guards.

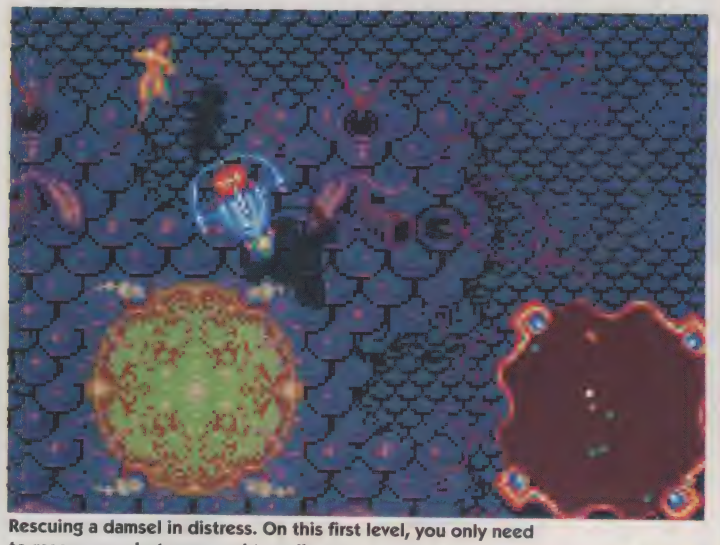
The snatcher guards are invulnerable to attack and prevent you from rescuing humanoid prisoners by swiping them off the surface.

The planets get progressively harder: you need to rescue more humans, the attacks get more ferocious and enemy vital organs take much more damage before being destroyed.

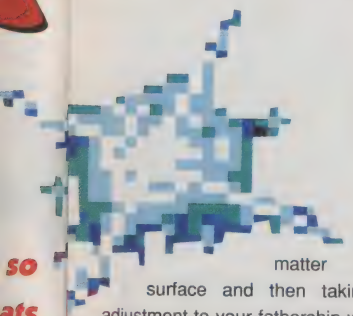
Fortunately, you can improve your odds of survival by collecting the DNA



On the scale level, shooting in one direction while another nasty comes from behind. You've got to keep on your toes to be successful or you'll soon lose your energy



Rescuing a damsel in distress. On this first level, you only need to rescue one, but you need to collect one extra on every level



matter on the surface and then taking it for adjustment to your fathership where you will receive all manner of despicable weaponry to aid you.

All this takes time. Ironically, the healthier the planet, the quicker it is to make your bolt-on attachments. These vary from the obligatory laser enhancer and shields, to smart bombs and special vital organ destroyers.

BIOLOGICAL WARFARE

The kind of weapon you get depends on the type of DNA you collect, but the Heart Attack, BrainBomb, Eyesocker and Veingence completely wreck the relevant vital organs of the planet you are attacking.

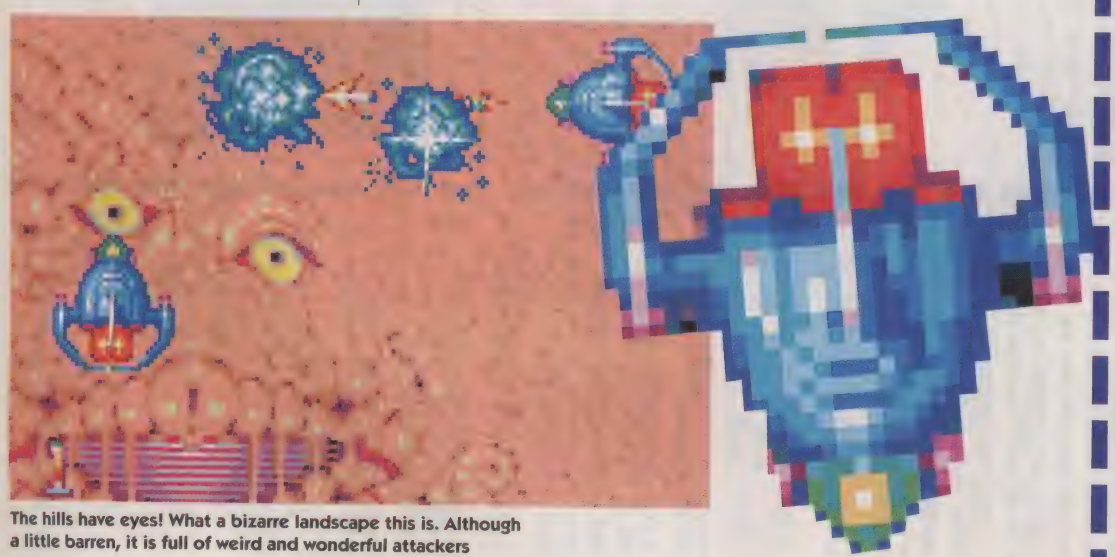
When you inflict a certain amount of damage on the vital organs or you rescue enough humanoids, the sentient planet changes hue and throws everything into a horrid big guardian.

This looks like a cross between a fly's head and a kingsized tick – absolutely horrible. Avoid the attack and blast it to bits, et voila! You can enter the next world.

The worlds are all different but are basically one of three biological types; squama, epidermis and foliage. These get progressively tougher the further they are from home.

Control of your ship is via keyboard, joystick or mouse. With the mouse being the nippiest of the lot.

Dealing with an end of level guardian. After you have potted a few well aimed shots, it starts disintegrating and you spin around whooping for glory



The hills have eyes! What a bizarre landscape this is. Although a little barren, it is full of weird and wonderful attackers

FACT FILE

Software House: Psygnosis
Programmer: Paul Frewin
Graphic Artist: Pete Lyon
Sound: Tim and Lee Wright

Amiga

If an adrenalin fix is what you require, Amnios may be the game for you. It's a non-stop, all action shoot'em-up. Forget the fancy storyline that's given and you can leap straight into the fray with instant pure blasting fun.

Graphically, it is as we expect from Psygnosis, brightly coloured and impressive. The scrolling is smooth and you can move in a 360 degree plane on the planet surface – none of your lead you by the hand horizontal one-way scrolling here.

The surfaces vary from the green foliage planets to the yucky planets made of epidermis – that's skin to you. I admit, flying over skin with it's gaping pores and pus, is an exceptional experience and one not to be missed.

Sonically, it isn't exactly awe-inspiring and it does grate on one's nerves after only a short while. However, the noises are an active part of the game. You may not see the eyes, but you can hear them relaying information to the brain so you can look for them and blow 'em-away.

The gameplay is annoyingly addictive and strangely atmospheric for a shoot'em-up. The problems start, however, on the later planets, where the nasties build themselves up to take immense amounts of damage and you've got to rescue an increasing number of stranded humanoids. I know a way round this, but I'm not telling you, natch!

With an original storyline and plot, it's a slightly more intelligent shoot'em-up than the run of the mill variety. You can blast away to your heart's content, or go on a rescue mission. The planet always reacts according to the situation you have caused.

I can't remember having played a game with such repulsive backdrops, but even these add to the desire to succeed. As a 'just one more game' it works, and works very well indeed.

Amnios is probably the best shoot'em-up I've played in a long, long while. You dictate the pace in a fast game where you aren't baby fed all the time. I'm already eagerly awaiting Amnios II because Amnios is definitely a sure-fire winner in my books.

Out in October £25.99

X-RATING: XXXX

Gameplay: 18/20
Lastability: 16/20
Presentation: 19/20

MiG-29M SUPER FULCRUM

FACT FILE

Software House: Domark
Development Team: SIMIS

PC IBM PC **The PC version is undoubtedly the best in terms of graphics. The hazy horizon line combined with the super smooth movement give a tremendous feel of realism.**

Bomb an airfield and the enemy fighters will stay quiet for a while, but if you forget to destroy any nearby depots you will soon find that the airfield is repaired and guarded by even more tanks and missile sites than ever before!

The new electronic battlefield system should make sure that you are kept busy for quite some time. It's also quite good fun to play and is certainly far superior to its predecessor.

Out in October £25.99

Amiga **Obviously the graphics are going to be altered in the Amiga version, but there's no reason why gameplay should be different in any way.**

The sound will utilize the Amiga chip to the fullest, providing you with some realistic engine roars and booming explosions as you blast the baddies to smithereens.

Out in October £25.99

Archie **The original MiG was presented at its very best on the Acorn Risc machine. The speed provided by this technology will ensure that all Archie owners can look forward to a real treat.**

Great graphics and superb detail will make this a game to watch out for.

Out in October £25.99

X-RATING: XXXX

Gameplay: 17/20
Lastability: 16/20
Presentation: 18/20

Deep in the heart of South America, a military coup has taken place and somewhere in the region of 20,000 square kilometres of land is under rebel control. The area contains many sensitive and valuable installations which must be liberated from enemy control at all costs...

What a show off, eh? Just 'cos you can stand your plane on it's tail doesn't mean you have to go around doing it!

A UN Resolution has been passed, informing the rebels that if they don't leave, the joint Soviet and US force will go in and kick 'em out.

A peace-keeping force has been deployed and representatives from all over the world are stationed within striking distance of the rebel zone at San Felip air base.

The force includes four MiG-29M Soviet super fighters, prepared to move in at a moment's notice.

The rebels have established a ground based supply network which works between a group of five air bases and the intermediate depots.

ALL GUNS BLAZING

This network is supplied by both rail and road and is protected by tanks, Huey Cobra attack helicopters and F16 fighters, as well as various installations of AAA missile sites and SAM launchers.

A number of mission objectives have been outlined by the UN and these must be completed in full as soon as the order to attack is given.

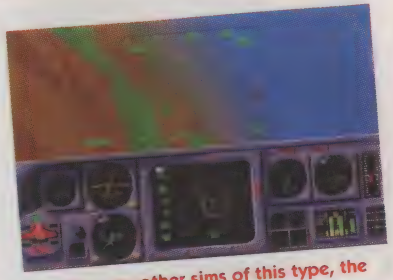
The supply line has to be broken, the air bases must be flattened, any strategic installations such as communication bases must be obliterated, and finally, the rebel HQ at Pexi must be destroyed.

Your role in this whole caboodle is to fly the new super MiGs behind enemy lines in a bid to complete the UN objectives.

Your plane is supplied with the very best that Soviet military technology has to offer. The 'fly by wire' control system ensures that the aircraft is unbelievably simple to handle, while the incredible aerodynamics and computer system make the plane capable of things never before seen in a high powered production aircraft.

Basically, this is very advanced development of Domark's previous MiG-29 release a couple of years ago, incorporating many new facilities and options.

Obviously the capabilities of this new aircraft have been taken into account, but also, what we have here is very much a flight simulator appropriate for the nineties.



As with many other sims of this type, the scenery is constructed of shaded polygons which give the 3D look

This tactical computer gives you an overview of the area controlled by the rebels

KNOCK-ON EFFECT

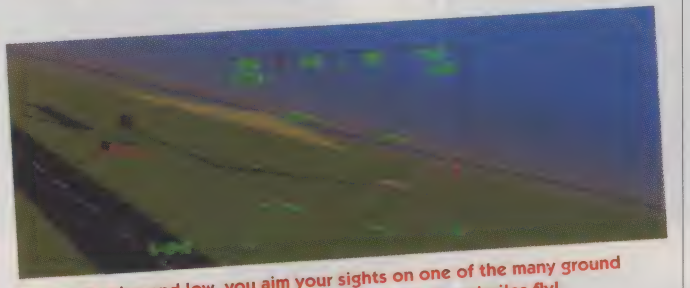
The new electronic battlefield system ensures that every action you take has a direct effect over everything else that happens.

For example, if you destroy a bridge and then a depot, you will make it difficult for enemy forces to repair the damaged installation.

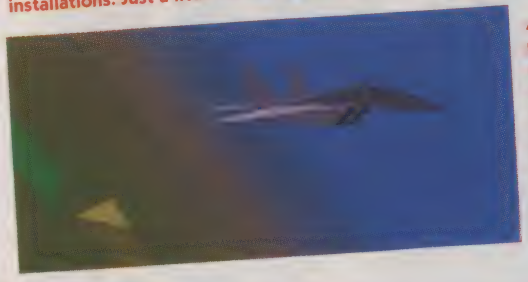
At all times, enemy vehicles move around the battlefield and can be followed and destroyed.

To complete a mission, you must keep track of everything that is occuring, so in the long run, what you have is a realistic simulation in terms of tactics and strategy.

ALL YOUR KNOBS AND DIALS



Coming in nice and low, you aim your sights on one of the many ground installations. Just a little further and you can let the missiles fly!



As with pretty much all sims of this type, you can view your plane from a variety of different angles

terms of tactics and strategy.

SILENT SERVICE II

Nick

Run silent, run deep! Oh, the thrills of underwater travel, all alone in a submarine scouring the Pacific for Japanese shipping vessels. Well, if your idea of fun is to be stuck in a claustrophobic tin can with a bunch of sweaty sailors for months at a time, Silent Service II may be for you...

Let's face it. Silent Service is one old crusty offering. It was first launched way back in the halcyon days of 1985 but, like all good best-selling games, it refuses to lie down and die.

Although it won many accolades, including Simulation of the Year, Microprose has decided to give it a face-lift to complement the rigours of modern game quality.

DIVE! DIVE! DIVE!

The bombing of Pearl Harbour, which brought the United States into the war in 1941, heralds the start of the action. Initially, you are a submarine commander based in either Pearl Harbour or Manilla, from where you can go forth and 'kick some Japanese ass out of the water'. Actually, you can play Silent Service II how you see fit, choosing historically accurate battles, or if not, taking it upon yourself to pop off on your own designated patrols.

You can either take a full wartime commission and hope to escape death before the arrival of VJ day, or you could meander your way through the war by practicing on aged and anchored big hulks.

As you can imagine, it ain't simply a case of loading up and getting straight into the action.

This happens to be quite a straight laced simulation and you have a rather hefty tome to look through if you really want to succeed early on in the game.

If you are impatient, you can always dive in at the deep end, like me, but expect to get a little wet around the ears. To make things easier, the hefty game box comes complete with a keyboard overlay.

It is quite handy to have the commands next to a key rather than looking on a separate sheet every two minutes.

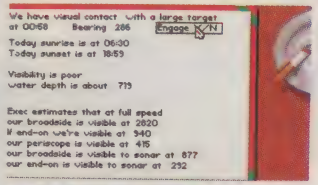
TELESCOPE AT THE READY

The graphics are so good that you can distinguish an enemy ship, and its type, from quite a distance. Digitised photographs polish this impression, but the sound effects vary from the spectacular down to the monotonous.

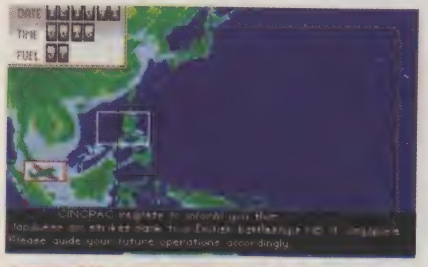
Movement is initially very awkward, but things do ease up somewhat when you discover the short cuts. Also, you can speed up the gameplay itself by using an acceleration mode.

The number of features crammed in is quite phenomenal and every aspect can, and probably will, be used, which is unusual itself.

With the periscope up, you can keep an eye on the rate at which the Japanese cruiser is sinking. However, while you gloat, one of the other ships could sneak a nasty attack on your rear



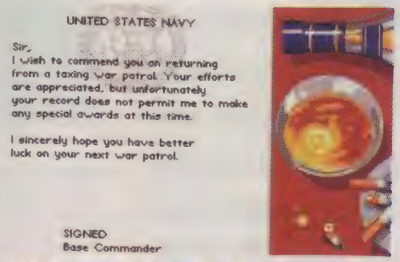
Relaxing on your deck, you are given warning of enemy craft spotted in the distance. Whether you want to pile in, torpedos blazing, or have another hour in bed, is up to you



A map of the surrounding area, showing all of the islands occupied by the Japanese. The game is in real-time, so actual moments of history are accurately relayed to you as they would have happened

Successfully blasting away at the enemy fleet, you can shout, 'Take that, sushi basher!' and 'Keep your Toyota!', without any qualms at all

Die, and the US navy lovingly throws a wreath after you while you get crushed to a pulp with the rest of your company. Not a pleasant way to go, to say the least



Wot! No medal? Oh well, at least you got a letter from the base commander, confirming that you sank a few enemy vessels

FACT FILE

Software House: Microprose
Programmer: Dave Shea
Sound: Tin Pan Alley
Graphic Artist: Steve Cain

Amiga

Silent Service II is a true simulation. It's tough and tricky, together with moments of boredom and excitement. The options available to you enhance the game incredibly and can offer many months of varied entertainment.

Graphically, it is most impressive and, together with the sampled sound effects of the subs' engines and crew shouts, it offers a great sense of reality.

One of the main problems is the actual speed which, although not particularly slow, can irritate after a wee while. In the long run however, this isn't much of a problem for such a complex and enjoyable game.

Out now £34.99

Atari ST

The ST version promises to be of the same high quality as the Amiga version, although I expect the sound to be slightly poorer. Graphically, it should compare quite favourably.

Out later in the year £34.99

PC IBM PC

The PC version of Silent Service II is already available and covers just about the full range of graphic options. VGA standard is stunning and simply takes your breath away.

The sounds naturally vary, but even the low standard PC speaker can do the decent 'ping' and 'pong' of sonar, definitely required in a game of this type.

Out now £35.75

X-RATING: XXXX

Gameplay: 15/20
Lastability: 17/20
Presentation: 16/20

FACT FILE

Software House: Digital Integration
Development Team: Dream Factory
Programmer: Philip Jespensen, Michael Stopp

Amiga

My first impression was to say, "Oh no, not another Boulderdash clone!", as would anyone else, however, I soon changed my mind after playing it.

Although the graphics are basic they are fairly colourful. The sound effects are OK too and there is a pretty monotonous tune playing throughout, but it doesn't annoy you too much.

The amount of levels is immense and with practice you will be able to complete them with, say, three months of dedication.

While some of the levels are fun there is also the odd crop of dud, infuriating levels. This is really only to be expected though, with 111 of them!

Controlling the game is simple to master and handle, so players will be hooked right from the start. It may take a while for the additions and improvements on its predecessors to sink in but stick at it.

Maybe the price is a bit steep for what most people will think is another Boulderdash. However there is just enough here to warrant the price tag. Try it before you buy it.

Out in October £25.99

Atari ST

The Atari version will be the usual port from the Amiga with a slightly poorer sound quality and less colours. Scrolling will be a little bit jerkier but the challenge will still be the same and manic Boulderdash fans will lap up the game for all its worth.

Out in October £25.99

X-RATING: XXXX

Gameplay: 14/20
Lastability: 14/20
Presentation: 12/20

SUPAPLEX

Once upon a time there was a game called Boulderdash. It was very good and addictive to play. Then there was the remix, Skulldiggery. There have been many clones on this ageing game and the latest is Supaplex.

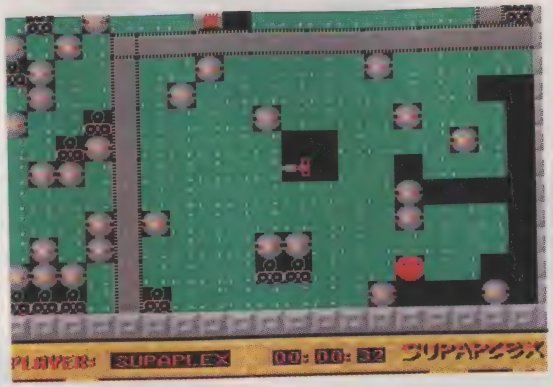
Do you remember the Boulderdash games on the 8-bit machines? I certainly do but I thought they were a bit naff, until recently when I played Rockford on my ST! (I say recently, but it was about two years ago, and that's recent when you're my age!)

For those of you who don't know Boulderdash, here's a brief lowdown on what it involved.

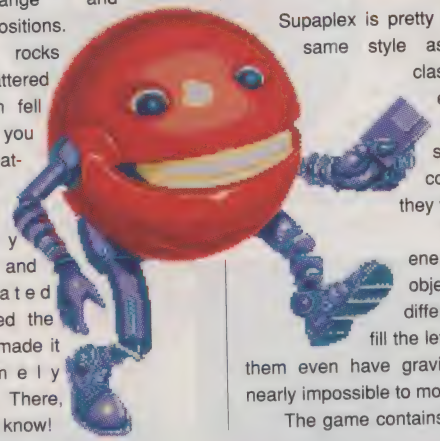
You played a little character who ran around many levels collecting diamonds that were placed in some very strange and interesting positions.

Also, rocks were scattered about which fell down if you dug out whatever was underneath.

Many different and complicated puzzles filled the levels and made it extremely addictive. There, so now you know!



At some stages you'll have to break out of the area you're in by dropping a sphere on top of the scissors. Timing is the most important thing you'll need here



Supaplex is pretty much in the same style as this now classic game, except the puzzles are slightly more complex than they were.

Loads of enemies and objects, all with a different purpose fill the levels. Some of them even have gravity, making it nearly impossible to move upwards.

The game contains no less than 111 levels, and it won't be easy completing them all believe me! Most of them are pretty similar and each one is a bit more difficult to suss out than the last.

RUNNING BOULDERS

The programmers have made a few additions to the usual controls and those who don't read instructions will soon find themselves in a fix.

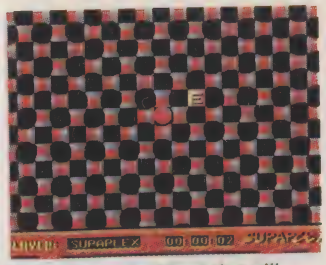
Most notable of all these control changes is that when you hold down the fire button and tap the joystick in the right direction a block or jewel will be collected and you need not move.

Some levels require you to collect the required amount of jewels within a time limit.

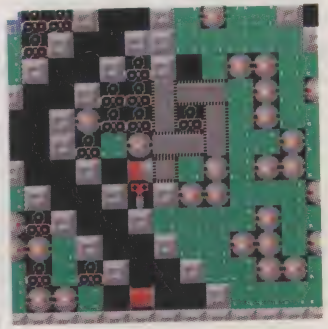
One level in particular has the time limit in the guise of a chain reaction explosion that moves around the outside of the level and destroys the exit. If this happens you are going to have to quit the game and try again.

Whereas Boulderdash had scenery that was primarily underground, and consisted mostly of soil and rocks. Supaplex has expanded its graphics to include computer chips and chip-boards as well as electrical sparks that will kill you if they are touched.

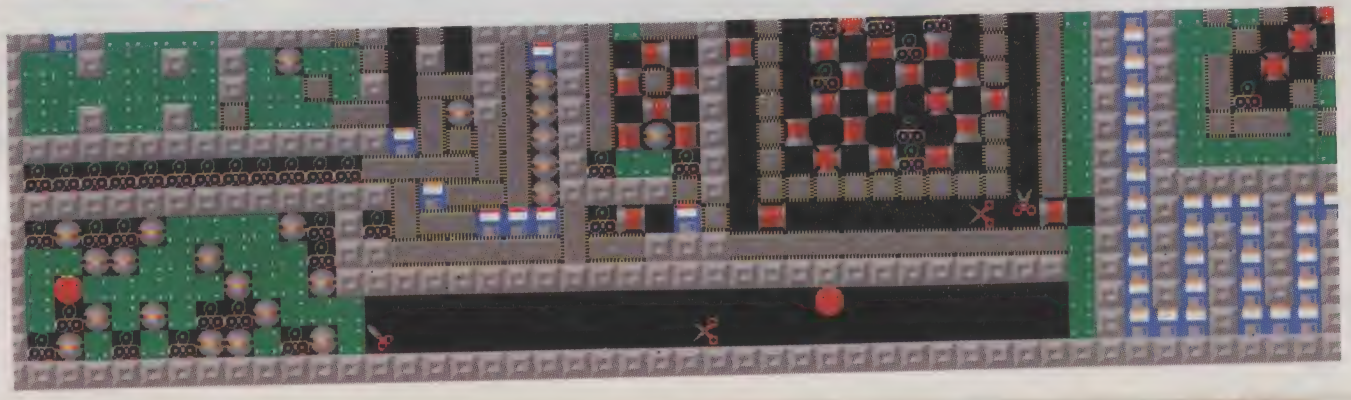
Inspiration is just about where the similarities between this and Boulderdash end. Supaplex despite its roots, is an entirely new game and a darned addictive one at that!

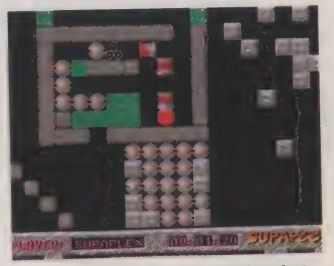


This is the type of level that will drive you round the bend. Each of these portals is one-way and you have to get to the four corners to collect the jewels and then return to the exit. It's not easy believe me!



Some levels consist of loads of little rooms each with their own puzzles to be solved. These take ages to complete and I reckon you will soon be tearing your hair out





On some levels there is gravity that, believe it or not, pulls you downwards. Careful planning is needed here as you can easily get stuck in a hole and have to restart

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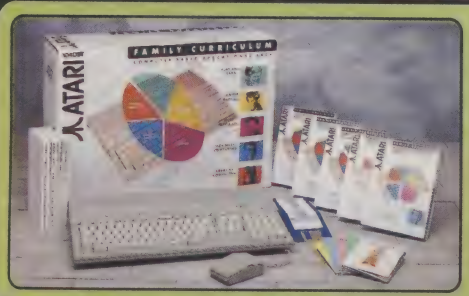

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TURTALLY TERRIFIC FUN

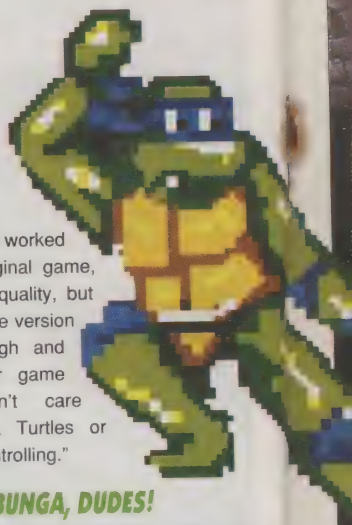
April O'Neal is the ace reporter who befriended the Turtles when they rescued her from the Foot clan. Now the foursome must battle to free her from the clutches of the evil Shredder

The Technodrome is where the Shredder is lurking along with Krang. The action will take you through the streets before you finally discover the Technodrome's location and the source of the evil

Under the cover of dark, the turtles emerge from the sewer and start the task of finding April. Unknown to them, the battle will take them back to the sewers and up against their worst enemies

The turtles are here to save the world once more! Michaelangelo, Donatello, Raphael and... Hang on a minute, where's Leonardo gone, and who ordered the apple and ham pizza?

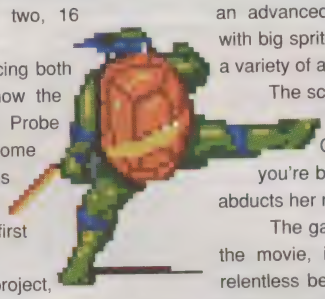
Pizza the Action



The Teenage Mutant Ninja Hero Turtles was the biggest movie of 1990 – a remarkable achievement! But even that was peanuts in comparison to the spin-off merchandising, which ranged from the imaginative to blatant exploitation. However, it made the half-shelled, green heroes the most marketable characters ever.

From Ninja Turtle bubble bath and slippers, to a computer game, it certainly demonstrates the possibilities of a strong licence. Mirrorsoft's purchase was therefore not exactly a gamble, since TMNT became the biggest selling game of all time.

As it languished in its number one chart position for what seemed like an eternity, statistics said it was outselling the game at number two, 16 times over. Who can follow that!



The responsibility of producing both the original Turtles game and now the highly popular coin-op fell to Probe Software, which has produced some of the highest profile movie games in the market. Project manager, Joe Bonner, remembers his first confrontation with the Turtles.

"When we took on the project, the only Ninja Turtles the team knew were the fierce, lean, and violent characters from the original comic. They looked about as much like the cuddly characters in the movie as Teddy Ruxpin resembles the Terminator."

In early 1990, Probe was presented with a game from a team in Canada to convert to UK machines. Joe continues: "This was just before Turtle merchandising flooded the western hemisphere. Three months later, you couldn't buy a tube of toothpaste or a box of cereal without a grinning Turtle face on it. Then we knew that it was going to be big!" The rest is history, as they say! But is Turtlemania a thing of the past. "We worked really hard on the original game, and it was excellent quality, but we knew that the arcade version had to be really tough and ruthless, designed for game players who couldn't care whether it was Ninja Turtles or librarians they were controlling."

COWABUNGA, DUDES!

Aware of the importance of making Turtles II a commercial, as well as a critical, success, Joe describes how this became Probes biggest project. "The coin-op is an advanced horizontal and diagonal scrolling game with big sprites, a constant change of environment, and a variety of attack patterns.

The scenario is a string of rescue missions, which begin with April imprisoned by the Foot Clan. The building is set on fire, and as you're battling through, the evil Shredder goes and abducts her right at the last minute."

The game features all the enemy characters from the movie, including Rocksteady and B-Bop. In this relentless beat'em-up environment, the enemy throw a barrage of objects, such as boomerangs, manhole covers, and tyres, anything they can lay their hands on.

Joe describes the Turtle's weaponry: "Like the movie, they are armed with Katanas, Sais, Staves, or Nunchakas, and our prime objective was to get the joystick control to react perfectly."

The team played the coin-op to death, until they knew every aspect of the game. As Joe said: "We even discovered a new joystick and fire button combination about which Konami didn't know." We often hear about coin-op conversion being an exact science, a technical process of reading chips and processing boards.

Probe's technique turns out to be quite different.

The Probe team responsible for Turtles 2: (Clockwise) Simon Nilol (in the fetching green costume), Kevin McGovern, Sara Hyden, Joe Bonar, Darryl Bowers & Tony Lil

You're a movie producer and some one calls at your office with an idea for a film, starring four turtles named after classical painters, who live in sewers, are expert in various martial arts, and have a passion for pizza. Do you offer him an havana cigar, or do you call for security? Jason Spiller checks out Turtles II...

Joe explains: "We've devised a more simple and malleable system, in which we first video the game from beginning to finish, and then take as many as 200 photos of every attack pattern and animation. We then copy these and distribute them to the teams to use as reference."

Using the video and photos, the team can construct an accurate map of the game, linking all the photos together and running through it with the video. Joe: "Once this was complete, we sent the mapping to graphic artist, Hugh Riley, who lives on the Greek island of Aegiana."

Riley did the graphics for Last Ninja, Time Machine, Supremacy, and Back to the Future III. He copied each and every character backdrop and animation sequence by hand, with great precision, from the photos and video.

This was then sent to programmer Doug Townsley who first did the 8-bit versions using a special mapping editor.

Says Joe: "During this time, the other programmers started work on the structure of the game, using sprites represented by different colour blocks, so that they could map them throughout the course of the game."

The coin-op giant Konami was not so much obstructive towards the conversion as non-committal. Joe: "We didn't get much technical help from Konami, but fortunately, using this simple and straightforward system, we didn't need it."

Probe used the same idea to re-interprete the music and FX: "We made a tape of all the music and sonics and, like the graphics, animated and distributed them to the various programmers."

ALL SYSTEMS GO

The unsung, musical heroes include Martin Walker, ST spec and Amstrad, and Jeroen Tel from Holland, famous for Commodore 64 and Amiga music.

Meanwhile, David Semmens, the programmer for the Spectrum and Amstrad, Darryl Bowers of the Commodore 64, Martin Bush for the ST and Amiga, and finally Marcus Goodey for the PC, were involved.

"This interaction and visual reference is a great system which involves everyone every single step of the way, because it's essential that you get a feel for the game."

Hugh's animation proved most accurate, and so the next job was to get the joystick/fire button action to react perfectly. Joe explains a clever system which ensures the best ideas and revelations from the team feature in the game: "There's quite a lot of technical rivalry within the team. If one aspect of, say the Commodore 64 project, is better than the 16-bit, it is transferred to the other teams."

An example of this was the control mechanism on the C64 which, for some reason, was much better than the other versions.

"The whole production machine has to be coordinated and recorded so that all the personnel are aware of the entire project." As Probe puts the finishing touches to enemy sprites positions, finalises maps, and scans data tables, will this be another Christmas of Turtle domination? Only time will tell.

One thing for sure is that Probe's objective is to re-create an exciting and credible coin-op. Turtle and arcade fans alike, watch out for Turtles II this winter!

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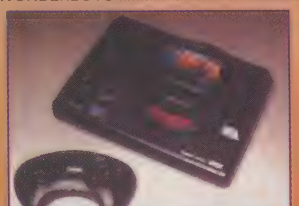

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TIP X

Hello! The dreaded Blob 'n' Bottle are back, ready to get you cheating at your favourite games. Lots of popular ones this issue so you'll all be beavering away for weeks! Any new cheats for recent games will be well received, so send 'em now to Tip-X, *Games-X*, Europa House, Adlington Park, Macclesfield SK10 4NP.

CHUBBY GRISTLE – GRANDSLAM

On the title screen be as vulgar as you possibly can and type in BUUURRP. You'll then be awarded with infinite lives. Easy that, innit? Just belch and you get your own way!

FAERY TAIL – ELECTRONIC ARTS

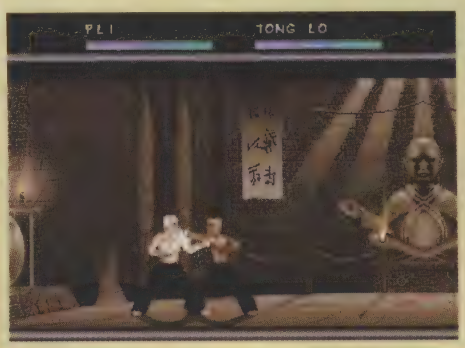
SEGA MEGA DRIVE

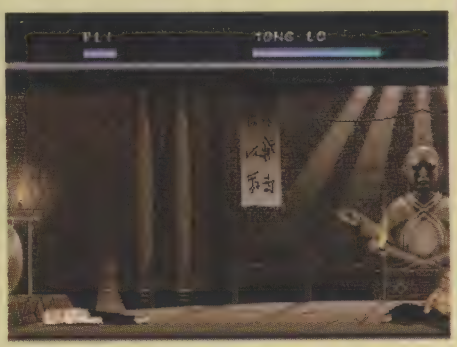
To play the end game, simply type in the password 7R2KUL6RSZXSK6NHGSDCB720663RI2HO7 (phew!) and you will be immediately warped to the end. Enjoy!

FULL CONTACT – TEAM 17

To make one of your opponents keel over and die (a bit useful that!) type in QAZWXEDCRFVTGBYHNUJM (don't press S as it activates the slow motion command).

There you go, easy! The more observant amongst you will notice the obvious keyboard pattern which will makes this a bit easier to type in.





METAL MASTERS – INFOGRAMES

A small but simple one here... Simply press f4 to switch off the enemy's automatic mode, and then move up and beat seven shades out of him. You won't receive a single hit!

STORMLORD – RAZORSOFT

SEGA MEGA DRIVE

If, by any fluke of chance, you may just happen to be completely mucking up your game and losing lots of valuable lives, the following petite tipette may just come in useful. Heads up! Pay attention at the back! Right then, first, you've got to pause the game, then press A four times, C twice, B three times, C once and A once.

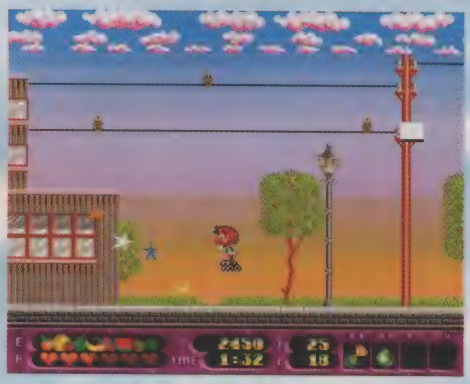
The game will now unpause and you'll have some extra men. This will work at any point during the game.

ROLLING RONNY PLAYER'S GUIDE

A previous Games-X Game of the Week, Rolling Ronny is a must for all fans of the platform game. Having sweated long and hard over this challenge we can now bring you a truly wondrous player's guide to the first half of the game. If you're making errors with your errands, read on...

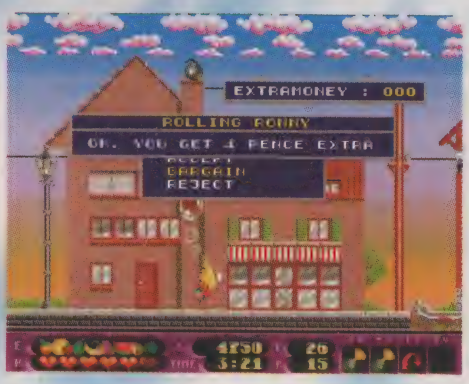
LEVEL ONE

1 Shooting the stars which fall from nowhere will produce the all important coins. Position yourself at the end of the line and fire your sweets sparingly. Remember that being trigger happy reduces your energy



2 Inside the shop it isn't really necessary to buy many things. If you really need something it will appear near to the area where it is required. Stock up on energy units, health points and superjumps

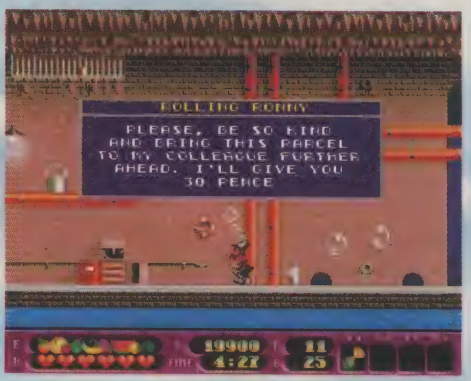
3 When you get a job for someone you can bargain for extra dosh. However, over-doing it will lose you the job; as a rough guide, bargain as many times as the level number minus one, so on level four bargain three times



4 The red magnet is not often needed but it is tremendously useful. Jewel boxes and things which are out of reach can be taken with ease – useful when items are hung above areas where you can't skate on

LEVEL TWO

5 The first job on this level will be presented to you from the copper right at the very beginning. You should be able to bargain with him, but only try it once or twice. Being pushy loses jobs, and you need the dosh!



6 Half-way through you will meet Kong! There is a jewel box just behind his head so activate a Honk, move back to the left and quickly use the platforms to reach the box. Be quick though as the honk will not last forever!

7 Using the wonderful little magnet again is an absolute necessity if you are to complete the level. You should be able to find this most attractive object if you move a few screens past the point where it is needed

8 In the sections filled with meanies you have two choices. Using the cheese will freeze them, and using the powersneeze will remove them from the screen. Cheese is easier to find so can be used more frequently

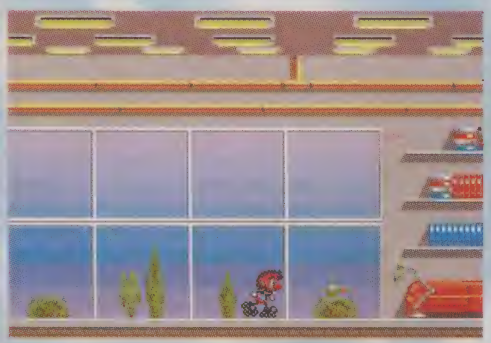
LEVEL THREE

Keep your eye on the ground! Your first obstacle will be a very small puddle which will catch you out if you aren't observant! It's very tiny and will cost you a life if you're careless

Much of the ground on this level cannot be skated upon. There is a vast expanse of water which must be avoided at all costs. Use the stepping stones and time it so you jump as the meanies travel up the screen

The fountains throughout this stage seem to have a mind of their own. This one is a three tier jobby which comes on in stages. When the last spurt has died down jump from as close to it as you can

LEVEL FOUR



12 The most ferocious hazard so far is the brutal bouncing anglepoise lamp that will chase after you firing deadly heat seeking light bulbs. You can outrun the bulbs if you're quick but you'll have to dash and then reach up to another platform to escape

14 Once through the first half of the level the floor will disappear. You must now negotiate the platform's varying heights without falling off the edges. The section is short but can take you by surprise if you're unprepared. There are plenty of superjumps around so you'll live!

13 There are an awful lot of hazards across the floor of this section so keep up out of the way on the book shelves and plumbing for speedy progress. If you see any items you may require, go along the top past them and then double back on yourself and return to collect them

15 Dinna dinna dinna dinna Bat Man! The Bat logo is not so troublesome but it typifies many of the hazards which will follow. The lines move in a caterpillar fashion so you must move slowly underneath as each object rises and then falls. Future levels have great lines of these obstacles!

RONNY'S GADGETS

SUPER JUMP – gives three consecutive double height jumps. Use them sparingly!

POWERSNEEZE – a smart bomb that will blow all the meanies off the screen

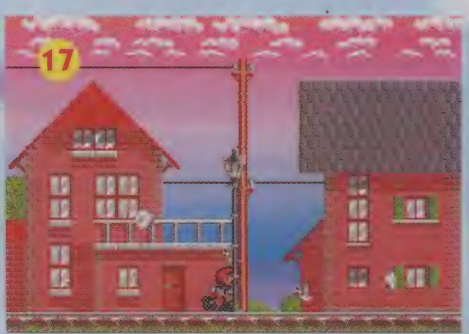
STENCHALIZER – will stink out baddies and freeze them temporarily

MAGNETOFLUCT – will collect every object on the screen. Use if boxes or coins are tricky to reach

MEGAHONK – will make you invincible for a short period of time – useful when handling Kong

LEVEL FIVE

The first problem is the green bag on the stairs which will trip you up if you're not careful. It's not an obvious hazard but it's certainly something which can be easily avoided if you have prior knowledge of it. Just a simple jump from the top of the steps will do



A flock of birds will fly along, all of which will be moving at different speeds. The way to handle this is to duck under the first then jump over the next very quickly. Your reactions must be very fast otherwise you'll end up landing on the third bird in the flock

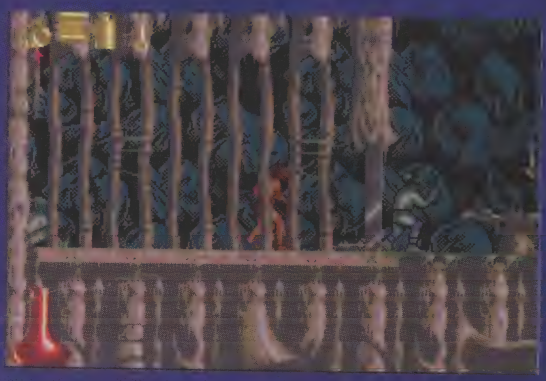
BEAST II PLAYER'S GUIDE PART 2

Last week we brought you the intial part of the Beast 2 player's guide, when we last saw the Beast deep within the goblins' caverns ready to penetrate their defences. We now rejoin our hero waiting to take revenge on the mighty Zelek...

1 Select the throwing axe from your inventory and follow the Goblin guard who awoke when you approached. Don't use the weapon just yet. Instead, wait until you are just about on the drawbridge and the gate slams down in front of you, blocking your entrance to the dank caverns ahead

2 Open fire on the goblin winding in the drawbridge – the one on the right, slightly above you. Kill the remaining guards before smashing the heavy gate with your mace. Jump up onto the first chandelier you come across, off onto the ledge and onto the next chain

3 Hit the lever marked 'spikes' then quickly jump off and run all the way right. Duck when you reach the locked door then flick the switch using the mace. Retreat back the way you came, before the countdown reaches zero. Drop down and off to the right, then left onto the nearby chain



4 Jump right and battle your way into the corner. Collect the key, then fight right until you are captured in the small cage. You will be quickly transported off into a large cell. When the dust settles, offer the guard the ale and watch him doze off. Break down the door with your mace, then attack the sleeping guard and pick up the gold key he drops when killed

5 Climb up to the very top of the chain and kill the goblins waiting for you. Walk left and kill the two guards protecting the ring, but don't take the jewel yet. Head back to the ledge just below and unlock the cell using one of the keys. Then go back up to the top and grab the ring

6 Leap onto the chain and off to the right where the two prisoners are attempting to escape. Unlock the door with the single remaining key and run back across the spikes, being careful not to get skewered by the huge metal needles. Leave the goblins' cavern via the entrance you used seemingly hours ago

7 At the top of the steps, run right and jump onto the rope at the end. Climb down to the bottom and onto the rocks. Leap left twice and kill the monster that emerges from the white water rapids. From here, leap across to the furthest rock, as the closest stepping-stone is actually a creature lying in wait!

8 Jump to the nearby rope and clamber up to the top. Dodge past the bats and throw yourself at the rope. Slide down and run along the ledge on the right. When the huge, sword wielding creature starts to attack, back away, luring him over the bridge you crossed a few moments ago

9 When he reaches the middle, he should fall through leaving a particularly large hole. Jump over it, and walk up to the old man who is seemingly in an unbreakable trance. Offer him the ring and the parchment. In return you will receive a powerful magic spell. Switch from your mace over to the spell

10 Backtrack to the bridge and fall through the gap made by the monster a few moments earlier. You will be whisked away into a strange land. Taking a few moments to regain your senses, run right and fall off the ledge

11 Collect the potion hidden in the left hand corner before jumping onto the rope and off the other side, then grab the horn. Head back onto the vine and climb down. Jump off to the right when you are nearing the bottom, thus avoiding the nasty acid pool and certain death below

12 Head right, stopping when you reach the huge snail. Ask this intelligent mollusc about Karamoon, and he'll inquire if you want to travel back to the distant land. Reply yes, then agree to his charge of 36 gold coins

13 A few moments later you'll appear back in the mystical land of Karamoon. Run right and kill the trouble-some twins with the magic spell the old man gave you earlier. Jump off the ledge to the right and continue in that direction, killing the frogs as they leap towards you

14 Run past the worm – don't bother killing it as it will reappear no matter how many times it's destroyed. Right again until you reach the shores of Karamoon. Blow the horn, then clamber onto the creature's back. Ride the monster to the other side of the water, then enter Zelek's castle

15 Jump across to the first set of steps that lead up and collect the potion. Drink it now. Head back the way you came, then turn right and walk down the steps. You will now have to face the wrath of Zelek. He will fly in from the right and will shoot white balls of plasma at you from a distance

16 He will try to fly overhead and attack using the fire that spurts from the bottom of his staff – whatever you do don't get caught in the middle of the flames. With a little skill and a lot of luck you should hopefully slay Zelek, thus freeing your sister and leaving Karamoon to return to normal

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886 DIY DEMO, Make demos, features titlescreen & scrolling message.
728 HEADSTART V1.1 excellent program that allows you to autoboot programs, inc. GEM from an Auto folder. +

PROGRAMMING/ LANGUAGE DISKS

312-313-314 C LANGUAGE DISKS, 1, 2 & 3 of Elementary C, a set of 3 disks of program to illustrate to the beginner the use of 'C'. Each prog includes C source code.
361 A 68000 Assembler, selection of progs in FORTH-83, ST Logo, ST Basic & OSS Pascal.
813 PROGRAMMING EDITORS, 3 editors, CONTEXT v2, PRO-ED and P-EDIT. Docs.
839 Nigel Smith's ST 68000 Ref. guide v2.0 gives a popup guide to Assembly language.
887 SOZOBON C, probably the best PD C compiler.

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752 VANTERM 3.71 & 3.8 is just about the best PD comm.s package around.
826 DATABASE I, GEM driven database. Easy to use & learn. Online help screens.
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856 CHESSNUT, is a 3D chess game. SPOOKS is a great Pacman clone. BELLUM INTERNECINUM, Galaxian clone.
531 COMPUTER PINBALL, as it sounds.
DEVASTATOR, a 3D game & a DARTS game.
576 TALESPIN. The wolf and the 7 kids. This was intended as a first adventure for children aged 5-9.
518 Cribbage, Othello, Yahtzee.
519 WIZZARD'S LAIR complete text & graphic adventure.
780 UNDER BERKWOOD. A massive graphic adventure.
781 MAKE A BREAK. A great Trivia game leaning heavily towards snooker rules.
403 FLYOVER, a bombing raid game, reasonably difficult.
405 BOXING CHAMP, fight the worlds top 10 champs.
410 MUTANT. A reactor in a nuclear powered mine goes out of control. You must get to the end cavern and destroy it.
419 CHESS, a very good implementation.
421 COMPANY, business simulation.
422 MOTORBIKE, drive your bike around and BLACKJACK.
565 SKIDPAN, a motor racing game.
529 STOCKMARKET, wheeling & dealing.
GALACTIC WARRIORS, a good shoot'em up.
855 EXPLODE is a fairly original game where you have to outwit the computer.
BALLZONE is an Arcanoid clone controlled by the mouse. JITTERBUG, you rescue aliens from a dying spaceship.
528 FLOYD THE DROID an ultra fast shoot 'em-up. Sampled sound is a real blast.
530 AIR WARRIOR a flight simulator, with a choice of warplanes, accurate details, fly 'solo'. Full documentation.
710 VIRUS Save the CPU from a virus out to destroy it.
402 JITTERBUG, the ship contains rare alien lifeforms which you have to catch.
407 OVERLANDER - shoot 'em up where you fly in and destroy the enemy base.

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425 MIX'N'MATCH, an excellent game where you must pick two matching cards.
427 SOLAR SYSTEM GEOGRAPHY, loads of data on the solar system.
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HEART OF CHINA GUIDE PART 3

After a seemingly endless flight from Kathmandu to Istanbul, Lucky, Chi and Kate find that the mystic Eastern country isn't quite as friendly as they hoped...

PC

THE STREETS OF ISTANBUL

1 Your next flight will take you to Istanbul, where Lucky and Kate should leave Chi behind and make their way to the British Officer's club. Once there, order two drinks from the bartender.

Ask to use the phone and call Lomax to let him know you're not going to meet him in Hong Kong. Use the responses 2, 2 and 1. Lucky will eventually get captured and the action will switch over to Kate

2 Enter the pawn shop on the other side of the street and sell your locket. To get the most money, use the lines 3 then 2 and accept the offer of 105 shekels.

Buy the hacksaw before leaving. Walk back to Mohmar and play the shell game. You should watch Mohmar very carefully and you must win over 200 shekels before walking back to the camel seller

3 Talk to Acayib, the camel dealer, using the dialogue lines 2 and 2. Buy the camel for 100 shekels. You should get a flower from the fruit stand merchant. If not, try tipping over the cart full of oranges.

Walk to the palace, and down the side street. Talk to Almira and give her the flower. Rescue Lucky, using the hacksaw to cut the bars and the camel as a means of escape

4 Run back to the train station and, using your American dollars, buy a ticket for the Orient Express. When on the train, you can be either Lucky or Kate.

If you choose Lucky, use the lines 3, 2, 3, 2 to sweeten up Kate. If you are Kate, try the responses 1, 3, 3 to make Lucky see things your way. All should go well and the final battle on the Orient Express will begin

THE ORIENT EXPRESS

5 While you and Kate are living it up on the Express, Tong will attack. Make sure you fight with maximum ferocity and if you become too tired, retreat to another carriage and rest.

After you have hurt Tong he will retreat. Follow him and force him back to the caboose. The last carriage will begin to separate, so jump onto the main train or you will be stranded

6 You will eventually arrive in Paris, where you and Kate will discover your secret passion for one another, and you will have finally accomplished your ultimate goal – to become the crash-landing, globe-trotting kinda hero you've always wanted to be!

CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

GAME: PHANTASY STAR III
MACHINE: MEGA DRIVE
PRICE: £39.99
SUPPLIER: SEGA

It has been well over a millennium since Laya's hordes battled with Orakio's cyborg armies when civilization was nearly destroyed. Good emerged victorious, but evil still lurked in the darkest corners of the world.

The dark forces must be defeated once more in this present day battle in which you'll have to fight with swords, knives and bows, as well as using your wits to the full.

The game area covers a vast expanse of land and sea divided into seven zones, each one separated by hostile plains.

The lands are equally dangerous, although you may be lucky enough to stumble into a country whose inhabitants will take pity on a warrior with such a huge task ahead of him.

Snowy wastes have to be negotiated with the aid of an aerojet, the huge oceans must be crossed in the aqua-skimmer, and hidden treasures can be found using the submersible. However, don't forget your overall objective, namely to rescue your bride to be from certain peril.

You do not know where she is or who is holding her captive. You are only sure that if you don't reach her soon it could well be too late.

As Rhys, Prince of Landen, you can explore the countries in search of Maia, interact with other characters, build up your party to include extra members, and visit shops to purchase extra weaponry or armour.

Technique can be used for healing, mêlée, speeding up attacks, and for increasing your power. Which one you use depends entirely on your race and also on the training you have undertaken.

Phantasy Star III is an in-depth, role-playing cart that mixes a little science fiction with a little fantasy, the end result being an excellent RPG which offers a tough challenge.

The game is graphically excellent, but above all, the control system is easy to use. A highly enjoyable cartridge that will appeal to most RPG fans.

X-RATING: XXXX

Gameplay: 16/20
Lastability: 11/20
Presentation: 14/20

In this week's Console Connexions, check out the low-down on the re-designed Lynx and the review on the mega Famicom joystick...

RINGS OF POWER

Rings of Power is a new style adventure game that will feature the largest gaming environment ever seen on the 16-bit Sega. Developed by Naughty Dog Software, (previous titles include Keef the Thief), it uses an isometric viewpoint which allows complete freedom of vision as well as providing the landscape with depth.

You will take the role of Buc, a young magician who suddenly finds himself without a mentor. Evil is brewing, and this incites you to explore the far corners of the globe in search of members of the six magical guilds who may be recruited to help you defeat the powers of darkness.

It is possible to travel the world by foot, boat, dinosaur, or dragon, and during your quest you'll uncover the secrets of the lands. There are 11 quests to complete in order to reconstruct the ultimate power in the Universe, the Rod of Creation.

Rings of Power will feature over 200 animated spells from which to choose, and will use a unique system of commerce and conversation, with trade routes to protect, and thieves to uncover.

Available in November, Rings of Power will be on an 8-megabit battery backed cartridge and will retail for the price of £49.99.

RAGING KNUCKLES

There has been a little confusion over the Bare Knuckle/Streets of Rage cart for the Mega Drive. They are in fact the same game; one being the American version, the other a Japanese import.

At present, the game is extremely hard to lay your hands on because it's been selling like hot cakes, and stocks are going faster than they can be replenished.

However, if you're looking for a copy of the bone crunching beat'em-up, and if you're quick, you may be able to land yourself a copy, but remember, stocks are limited. Call Console Concepts on 0782 712759.

F-22 INTERCEPTOR

Following on from the massive selection of titles soon to appear, Electronic Arts has now announced the release of the first true combat flight simulator ever to appear on the Sega Mega Drive.

The game continues on from the legend created by the original F-18 Interceptor that was released way back in 1988.

It features the Lockheed F-22 Advanced Tactical Fighter, which was specially selected by the USAF to replace the F-15 Eagle and became the air superiority fighter of the near future.

After training in Washington, the pilot is free to fly against land, sea, and air targets in three areas of the world: Iraq, Russia, and North Korea.

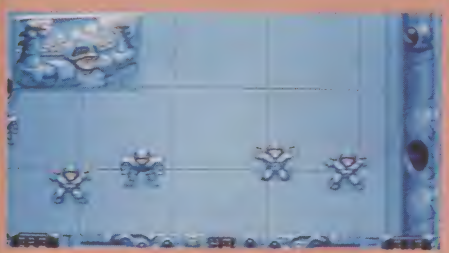
The game features nine different weapon types which can be unleashed onto the unsuspecting enemy, which take the form of MiGs, SCUD missile launchers, and chemical weapon plants.

The finished version will include over 100 missions, of which some will incorporate take-offs and landings, refuelling, air-to-air combat, and will even attack targets that have fired from the ground.

Like many other flight simulators today, F-22 boasts many different exterior views, varying from chase plane to missile view, or automatic cuts to views of the F-22 performing specific tasks. It will be available in November for £39.99.

SPEEDBALL 2

Mirrorsoft is converting the smash hit sports sim, Speedball 2, onto both the Mega Drive and the Master System. Set in the distant future, Speedball 2 offers you Brutal Deluxe, a team which you must take to the top. It is currently way down in division two, and only skill and experience will take it to victory.



The game will feature either one-or two-player exhibition matches, or a full-blown league, in which you can train, buy star players, and kick hell out of the other teams!

Speedball 2 is still in development on both Sega machines, and, as of yet, a price or release date has not been fixed.

BACK TO THE FUTURE 3

Take control of Marty McFly and Dr Emmett Brown in the third of this immensely popular, crowd pleasing, time travelling series.

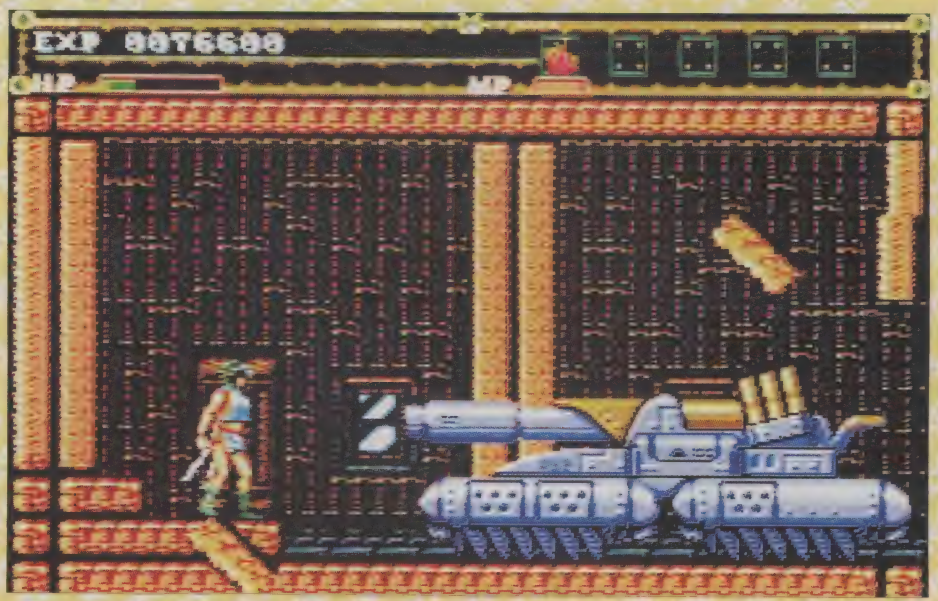
Back to the Future 3 is set in the Wild West where you will have to ride a horse across the blazing desert in chase of a runaway cart, run through the town sorting out Buford Tannon's gunmen with custard pies, race across a steaming train while avoiding gunfire, and fire away at the shooting gallery with your trusty Smith & Wesson.

Mirrorsoft is responsible for the conversion on both the Mega Drive and Master System, but don't expect to see either for a few months yet.

CHAMPIONS OF EUROPE

That Master System magician, TecMagik, has recently snapped up one of the biggest licences of 1992. It will be responsible for converting perhaps the biggest football game of the year onto the Sega Master System, and the end result promises to be stunning.

The game will feature a full size eight-way



GAME: EL VIENTO
MACHINE: MEGA DRIVE
PRICE: £31.00
SUPPLIER: CONSOLE CONCEPTS

El Viento, like so many other Japanese import games available on the Mega Drive, is graphically quite good but nevertheless suffers from the lack of gameplay.

The game is a scrolling beat'em-up that allows you to collect magic spells such as fireballs, or weaponry like a razor-sharp boomerang.

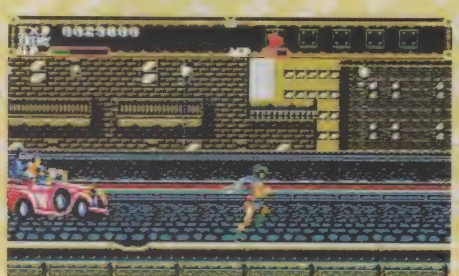
With such ammunition in your hands, button A throws a boomerang out in front of you, and strikes a target before flying back into your grip. Tapping C will create a devastating fireball but can only be cast when your magic power is restored to the full, and finally pressing B makes the character leap into the air.

The game is set in the seedy backstreets of the rough area of town, and places you in your skimpy bikini against the big-time gangsters like the infamous Al Capone.

The spells you cast can be upgraded when you collect the correct icon. They start as a weak ball of flame, but can soon be increased to a line of boiling blue plasma that stretches across the floor, a rolling flame that streaks across the screen, and finally, a large death wall that eliminates anything in its path.

The game is set over numerous levels around the city, starting off in the streets before venturing into the shopping mall and finally into a secret hide out where the ultimate criminal is waiting to be judged.

Like most other games, there will be a guardian waiting for you at key strategic points, throwing out bullets like there's no tomorrow!



I found El Viento to be quite a dull game and something that didn't really grasp my attention. It is graphically quite good, but the scrolling is sometimes appalling, especially when your character climbs the stairs. The sound is OK, but El Viento still remains a less than inspiring game.

X-RATING: XXX

Gameplay: 12/20
Lastability: 11/20
Presentation: 14/20

scrolling pitch, penalties, throw-ins, substitutions, and an on-screen intelligent referee, (if you believe that such a man exists!)

The controls will allow you to shoot, foul, dribble, pass, and even swerve the ball on any one of the three different playing surfaces.

Extra time and a sudden death penalty shoot-out will also be included, while the animation of the 34 teams of players will be finely detailed by presenting them in their own unique strip.

There are many user definable options, such as game length and wind speed, complete with a choice of tactics to suit most players.

You have the option of playing either a single game, or the full UEFA championship, with competitions against both the computer or another human player.

Add sampled digitised sound effects to this for a true match atmosphere, and you'll have a hot title to look out for. As of yet, there is no price or release date, but look out for more news as we receive it.

HINTS & TIPS

FANTASIA – MEGA DRIVE

To help Mickey on his seemingly impossible task, try the following to max out your lives. Battle your way onto the water stage and up to the point where the platforms go up.

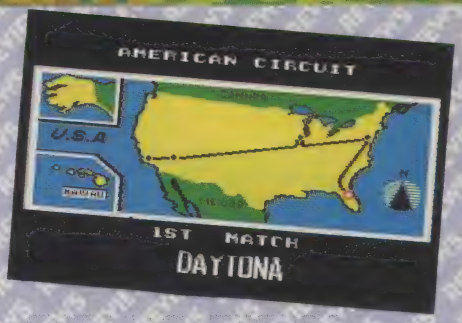
Once there, jump up to the top and you'll receive a 1-up. Keep going right until you reach the spell book, take the book and keep moving right.

When you see the chest at the bottom, leap inside. You'll appear just past the platforms, so if you head back left, up the moving ledges, you can collect another life and a spell book! Repeat this for more lives and even more magic.

GARGOYLE'S QUEST – GAMEBOY

If you enter the following code you will start right at the end of the game. The password you need is DYN9-QTWW.

Thanks to:
Console Concepts, The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759.



GAME: SUPER SPIKE V'BALL
MACHINE: NES
PRICE: £29.99
SUPPLIER: BANDAI UK

Volleyball is the game played under the blazing sun by two teams of bronzed hunks. Basically, you must bump, set, and spike the ball around a sandy court, a point being won if you hit the floor in your opponent's half.

The game caters for one to four players, providing you have the correct joypad adaptor, with any combination of computer or people.

There are three types of game options. The exercise one allows you to practice your spikes, American circuit has you competing in the American league, and finally World circuit throws you in the World league.

The game is played over a number of sets, either one, three or five. Usually the circuit games are played over a single set. It includes two types of rule, the first being that any successful shot scores a point. If you play with the normal rules you can only score when you serve.

Button B will make your character leap into the air and button A will make him swing his arm. If it connects with the ball, he'll spike it over the net.

If you tap B more than three times, his hand will glow, then pressing A will make the player perform a Super Spike!

In addition to this you can make your players serve the ball, block a shot by leaping at the net, and finally do a diving shot, (also known as the dig).

Super Spike V'Ball is a great little volleyball game on the Nintendo 8-bit system, and proves to be playable, and graphically and sonically good.

Although the one and two-player options are excellent, three and four-player games, with the addition of an adaptor, make it superb. To sum up, one of the better multi-player games to appear on the NES.

X-RATING: XXXX

Gameplay: 15/20
Lastability: 14/20
Presentation: 14/20

JB KING SUPER JOYSTICK

The JB King Super Joystick is the latest accessory for the Japanese Super Famicom. This joystick is big, and by big I mean absolutely massive! You'd be hard pushed to rest the thing on your lap, let alone clench it in your hands!

The complete unit is approximately the size of a Famicom itself — 300mm wide, 200mm high, and 100mm deep. The stick is situated on the top left of the pad, while a selection of auto-fires can be found on the right.

It is also fully microswitched and responds to the slightest touch. The main set of four buttons on the right are mounted on a rotating platform which allows you to move the buttons to suit your individual grip.

At the top of the unit are four buttons overlooked by four dials. They all correspond to the Famicom keys — either A, B, X or Y. Tapping the button activates the auto-fire with the dial adjusting the speed at which it fires.

Furthermore, the left and right buttons are situated in their respective corners, each with their own auto-fire dials and buttons.

With all the auto-fires on full, the whole stick is illuminated by over 10 different coloured lights, flashing every second or so. Great, you may think, but this baby gives out enough wattage to light up Birmingham!

The JB King Super Joystick is available from Console Concepts and will cost a massive £65. Mind you, if you've got the cash to buy a Nintendo Super Famicom, you can probably afford one of these!

GAME: ROAD RASH
MACHINE: MEGA DRIVE
PRICE: £39.99
SUPPLIER: ELECTRONIC ARTS

Before you even think it, Road Rash never started in a Galaxy far, far away, but its origins do date back many moons. Two speed freaks, Fang and Polygon, were just about the best there was, winning every race and surpassing the other drivers by far.

It was when Polygon's girl, Natasha, decided to fix Fang's bike that the glowing future they once had was shattered. Having been humiliated by the criminal couple, Fang challenged Polygon to an unofficial off track race with no rules, just the two bikers.

This began the first Road Rash. Ever since, bikers have been screeching across the States at 150mph, punch kicking and clubbing each other in a bid for first place!

Road Rash includes five different stages to race along. The first is the Sierra Nevada, a Rash territory where you'll be lucky to finish the race with all bones intact!

Next stop is the Pacific Coast, where you'll have to surf the cement waves if you don't want to kiss the sand dunes at the side of the road.

The Redwood forest is great for sightseeing, but when it comes to rashin', make sure you avoid those rocks at the side of the road!

The heated Palm Desert throws heavy winds and cacti at you, while the last stage, Grass Valley, has roads littered with grazing cows!

The roads are littered with hazardous obstacles, capable of throwing you from your bike. Cows and deer have taken to strolling across the highway, blocking the way for unwary bikers.

Cars skate across both sides of the road regardless, oil slicks make you skid out for a few seconds, and gravel wears away at your tyres.

Another major hazard comes in the shape of the trees. A Diablo 1000 can move from 0 to 60 in four seconds, but a tree can bring you from 200mph to an abrupt stop in no time at all!

As well as other bikes to race against, you will always have the law breathing down your neck. Biker Cop is a maniac on the streets who believes in ramming you off the road! You can either open up your bike and outrun him, or, if not, clench your fist and swing for him!

There are eight bikes which are progressively more expensive and therefore more powerful. You start with a Shuriken 400, a relatively slow bike that nevertheless handles quite well. However, if you can earn the cash, a Panda 750 could be yours. Although it may only have mid-range power, the paint job is something to behold!

Electronic Arts releases some of the best Mega Drive titles on the market and Road Rash is certainly no exception. This offering is an excellent variation on the long in the tooth racing game that offers no more than Super Hang-On did all those years ago.

Its unique 'fight your way to victory' concept makes EA's biking game easily the best of the genre. Racing fans should grab a copy now!

X-RATING: XXXX!

Gameplay: 18/20
Lastability: 16/20
Presentation: 17/20

LYNX II

The Lynx II is the new compact portable games machine from Atari. Although essentially the same as the original, it boasts a few additional extras and a completely redesigned housing.

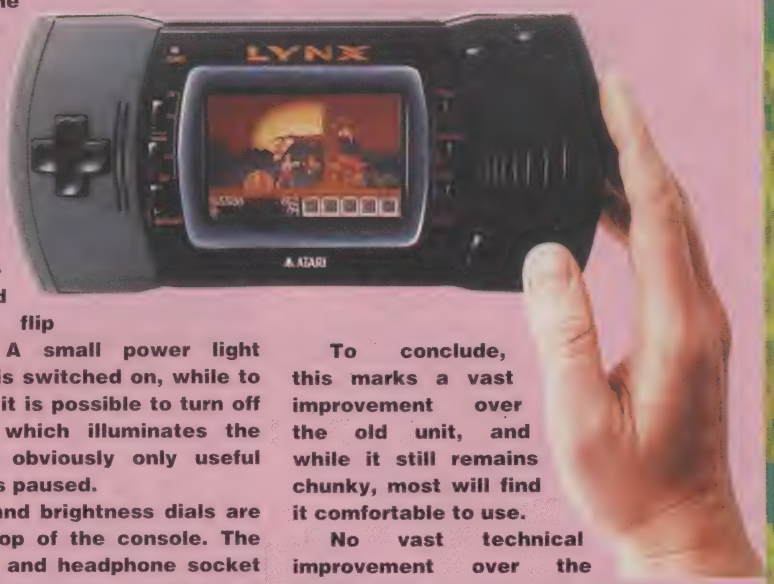
Whereas the former Lynx was rather bulky and not a machine you could slip into your pocket, the new console has been reduced in size, but at the same time made slightly thicker.

Rubber finger pads are attached to the bottom, thereby making it both comfortable to hold and also solid when used on a table or similar surface.

The new Lynx uses six AA cells which last up to about three hours with the batteries slotting into the bottom of the machine. The cartridge slot is now situated on the back of unit, rendering it far more accessible.

There are two sets of fire buttons which allow either left- or right-handed play with the flip screen option. A small power light registers that it is switched on, while to save battery life it is possible to turn off the back light which illuminates the screen. This is obviously only useful when the game is paused.

The volume and brightness dials are located at the top of the console. The power, comlynx, and headphone socket are situated in the same position, so unlike the old Lynx, you won't have to fumble around for the controls.



To conclude, this marks a vast improvement over the old unit, and while it still remains chunky, most will find it comfortable to use.

No vast technical improvement over the older unit, but still an excellent colour portable with a rapidly increasing range of titles available.

THE BEST OF THE REST

KLAX

Klax was a really huge hit in the arcades and this near perfect conversion on the Lynx recreates the addictive quality of the original precisely.

The basic aim is to build up lines of coloured blocks, known as Klax, and complete the required amount before the time runs out. As a classic example of simple games being the best, expect to see this around for many years to come.

CHIP'S CHALLENGE

Set over 144 levels, Chip's Challenge is an extremely addictive maze game that includes a marvel of puzzles and traps to tax your grey matter to the full.

Viewed from above, you must guide Chip through a series of circuit board mazes before he's deleted by monsters. Keys must be collected to open locked doors, cherry bombs can be used to destroy the enemy, but above all, chips must be grabbed in order to fill your quota. One of the oldest games on the Lynx but still one of the best.

ZARLOR MERCENARY

If you're a shoot'em-up freak and all these puzzle games are blowing your mind, try Zarlor Mercenary, a scrolling blast'em-up in which you must discover and destroy several exotic and dangerous aliens.

The game includes a four-player option via the Comlynx port, and lets you purchase a whole host of weapons to keep you happy. Offering addictive fun and manic mayhem, Zarlor Mercenary is one of the better shoot'em-ups to appear.

ROAD BLASTERS

Road Blasters is a violent road race set in the future. The game is a balance between shoot'em-up action and fast racing mayhem, and is an excellent conversion of the arcade smash.

Set over 50 levels, you will have to fight against the other road-hogs with deadly UZ cannons, or even launch a cruise missile to wipe the enemy off the face of the planet!

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Once again, Street Talk visits the lush green valleys of Wales. Well, Newport to be honest. We went to a store called Software Plus. Did the roaring sun stop people shopping? Or were they too busy building sandcastles on the beach..?

STREET TALK

Gary Packer (14)

The two machines I've got are a Spectrum and a C64, the latter is my favourite since it's got better graphics and there are a lot more games available for it.

I like football games. Kick Off is good and fast and I've scored a lot of goals from free kicks.

Rugby is my main sport and I play it at school and for a local club. Contrary to popular opinion, I don't find it to be a rough game at all.

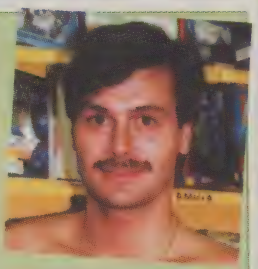
Paul Wheeler (14)

I've got a Sega Mega Drive. Totally awesome! Sonic the Hedgehog and Thunderforce III are brilliant, but Dangerous Seed emerges as the worst game I've ever been unlucky enough to play. It's just far too easy.

I wouldn't mind getting hold of the import Road Rash which looks really good. I suppose I'll have to wait until it's released in the UK though.

I'm quite keen on bike riding and actually cycle about 14 miles every day.

Andrew Jones (24)



Due to a cash flow problem I want to sell my Mega Drive. I like the games for it – Mickey Mouse is quite good. I've also got a few Japanese imports. Fatman, which I bought a few weeks ago, is great.

Altered Beast can get very boring, but that's probably because I can't play it.

I enjoy skiing and martial arts and have been into kung fu for a while now, although I haven't gone for a grading yet.

John Lewis (23) and Rachel

I've got an Amiga and a NES and although both are really good, I prefer the Amiga.

Gods is the best game I've played and I must say that I thought Judge Dredd was terrible.

I've recently been to bop along and groove on down to Metallica at Donnington. The best band in the world, in my opinion.

As a sideline, I collect and read comics. Spiderman and Punisher are the best characters, and I think that Clive Barker's Hellraiser is great as well. I enjoy football and support West Ham.

Gary (4) and Andrew (8)

Andrew – We've got an Atari 2600 and a Spectrum 128K. My number one has to be the Gary Lineker football game which is far better than the others.

I would like to get a C64 or an Amstrad. I like football and I support Aston Villa. My favourite player is Tony Daley.

Gary – I'm going to start school soon and think that my favourite lesson will be English.

SHOP TALK

Robert – Shop Manager

Business is starting to pick up again now that the shop has been refurbished.

The Amiga and Mega Drive are the top two selling machines here and there has been a lot of people coming in for NES games.

The Sega Game Gear has been quite slow taking off whereas the Game Boy is by far the best selling hand held, with plenty of games available for it. If the Atari Lynx had a better selection, then I'm sure we would sell a good few.

The ones that sold the most

1. Wrestle War
2. Sonic the Hedgehog
3. Spiderman
4. Turbo Out Run
5. Ghouls 'n' Ghosts
6. Moonwalker
7. Mickey Mouse Fantasia
8. PGA Tour Golf
9. Dizzy Series
10. Multimix

Lee Ballant (13)

My C64 has got some pretty good graphics and that's about it. The games I have bought could have been better written and the graphics could have been improved as well.

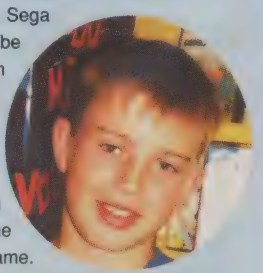
I would like to get an Atari Lynx because of its fast games, good graphics and sound – it's also pocket size. I prefer it to the Game Boy on account of its colour screen.

Anthony Reynolds (11)

At the moment I've got an utterly brilliant Master System. I particularly enjoy Mickey Mouse and can get quite far into it now. The graphics are great and are very colourful. I'd give the thumbs down to Impossible Mission.

I'm actually looking forward to going back to school, I don't mind it at all.

Thomas Vowells (12) (right) Ross Vowells (9) (below left)



Thomas – Four months ago I bought a Sega Mega Drive which has proved to be good value. I enjoy having a go at platform games, especially when they've got good graphics and music, Sonic the Hedgehog being my favourite.

Last Battle is probably the worst game I've seen. Although there's nothing wrong with the graphics, it's boring and the levels are all the same.

I like running around and especially enjoy football which is ace. I support Liverpool because they always win a lot and I can cheer them on.

Ross – I share my brother's Mega Drive and like the graphics on it.

The Simpsons game in the arcade is pretty good and I would like to get it for my Mega Drive. Unfortunately we don't have Sky TV at home so I can't watch it on the telly.

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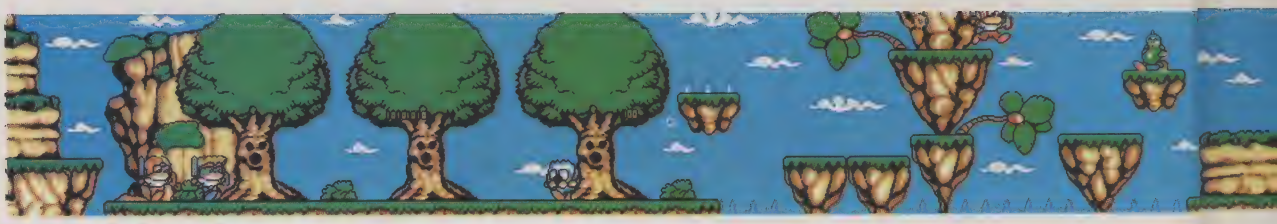
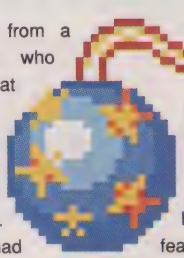


Sneaky

One fateful morning, the communiqué landed on his mat with a resounding crash. Mazanak read the card carefully, and to his annoyance noticed it wasn't addressed to him.

Instead, it was from a couple of children who wanted to tell their folks that they were missing them during their absence.



Lobbing the card over his shoulder Mazanak suddenly stopped in his tracks. Wait a moment! Just where had the card come from?

Mazanak couldn't recall the names of the two young lads who had sent the card, neither could he remember having heard of the land of Alurea. This could be the moment he'd waited for – a new land to destroy!

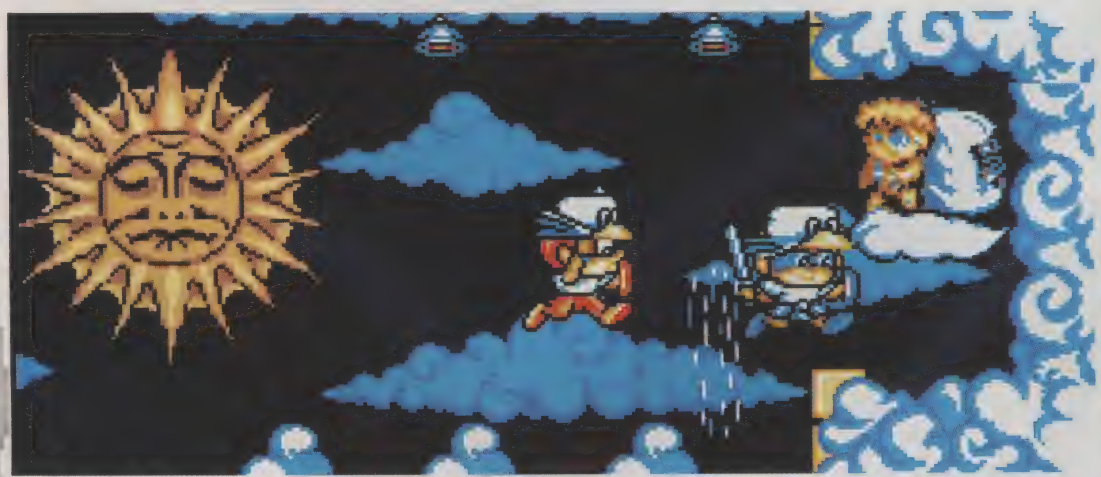
Taking to the skies, Mazanak searched high and wide for the Alurean countryside. However, just as he was about to give up he spotted a glistening palace on the horizon. At last the fun was about to begin.

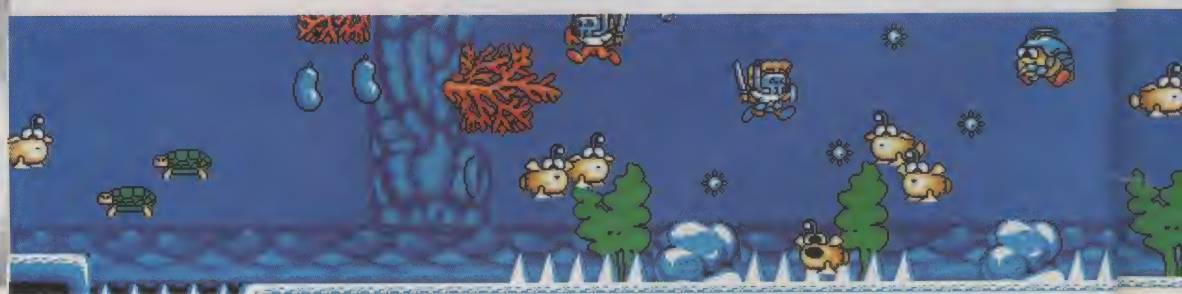
Now, the Alureans had lived in peace for many thousands of years. Having no enemies they had lost the skills of war, and as Mazanak began his attack the poor people fled in fear of their lives.

For the first time in years Mazanak was having fun. Watching the helpless inhabitants of Alurea meet their doom was sheer, unadulterated bliss to him.

Unfortunately, he was less than clinical in his attack. As he flew home he failed to notice the two young children running into the woods.

Still, what could two kids possibly do to harm him? Little did he know that

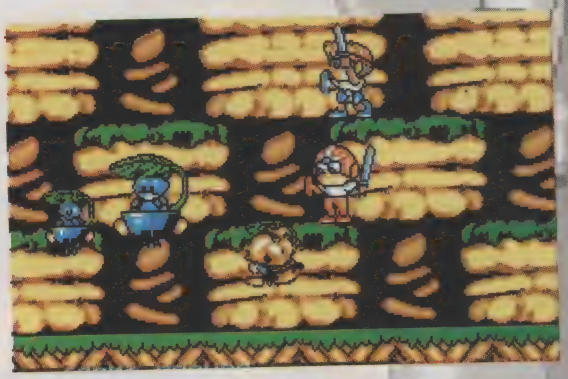




ky Peek

Mega Twins

Once upon a time there lived a mean monster called Mazanak. A huge and ugly creature, Mazanak was bored with life. He'd already terrorised everyone he knew and life for him had become duller than ditch-water. However, the receipt of a postcard changed all that...



as the years passed the boys grew into strong, brave and fearless young men.

On the eve of their eighteenth birthday the twins swore to avenge their family's death. Mazanak was about to face their wrath.

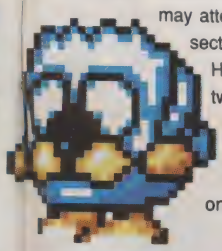
OLD BLUE EYES

Mega Twins is a conversion of a Capcom coin-op of the same name. A cute platform game, the action takes you through five monster filled levels.

Armed initially with a sword, you may attempt the first three sections in any order. However the last two, and the showdown with Mazanak, may only be attempted once you've proven yourself. En route, you will fight on land, in the air and under the sea. Countless goodies will be yours to collect and eventually, if you're lucky, you may even slay Mazanak.

To complete the game and restore peace and order to the desolate land of Alurea, you must collect the fabled Dragon Blue Eyes. These are two all-powerful stones that can only be acquired by defeating the monster.

Mega Twins is due for release this November and will be available for the Spectrum, Amstrad, C64, ST and Amiga.



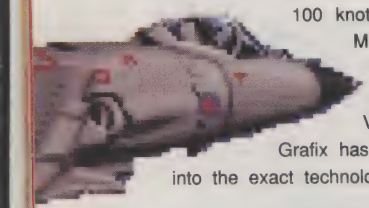
Sneaky Peek

DEATH OR GLORY

The saying, 'Death or Glory', concisely sums up the only two possible outcomes of war. Now Vektor Grafix is set to do the same with its current project. Fancy being the ultimate pilot of all time – now you can prove your worth by flying in every major air campaign since Biggles said "Tally ho"!

Death or Glory, the game, simulates airborne warfare over the last 75 years, from the crude and basic bi-planes of World War I, through World War II, Korea, Vietnam and the Falklands to the conflict in the Gulf. In each of the eras, you can elect to play either side, choosing, for example, a Harrier against a Mirage in the Falklands.

The cockpit in every type of plane is accurately represented down to the last dial, and the game even features specific aircraft idiosyncracies such as the vertical take-off of the Harrier jump jet. However, the attention to detail doesn't stop there. Whether you fly a Sopwith Camel at 100 knots or a MiG at Mach 2, Vektor Grafix has looked into the exact technology and designed the air attitude of each plane accordingly. Specific historical accuracy includes such events as the introduction of HUDs in Vietnam.



Selecting World War I, the intro screens are portrayed in antique leather to set the scene, and this is a nice touch which is carried on through each era, adding atmosphere for each skirmish; green camouflage in Vietnam or the metallic, digital aspect of modern airborne warfare.

Using a comprehensive and easy to use list of directives and options, you can select your era, side and aircraft.

A scenario in World War I could be; three Sopwith Camels flying from an allied base, with the objective of attacking the Red Baron's aerodrome, destroying and eliminating as many enemy planes as possible and returning in one piece.

In the role of airborne command, the strategy is based on reconnaissance information and from the time you set for the mission to begin to the time your planes strike, the decisions and strategy are entirely yours. Meanwhile, the enemy is equally as active and constantly planning, attacking and preparing its defence. All of which makes Death or Glory a true real-time electronic battlefield that is constantly changing.

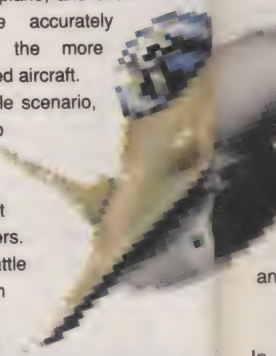
In astounding contrast to the basic warfare of World War I, you can travel through time to the Falkland conflict. Realistic objectives and strategies have been re-interpreted. As Harrier commander, you could have any number of objectives such as knocking out ground-based missile sites, destroying runways and protecting your fleet.

In a low-level attack on a SAM site, you must again plan a strategy with up to 12 aircraft and, naturally, this is both far more advanced and complex than the Sopwith Camel missions as well as being immeasurably quicker.

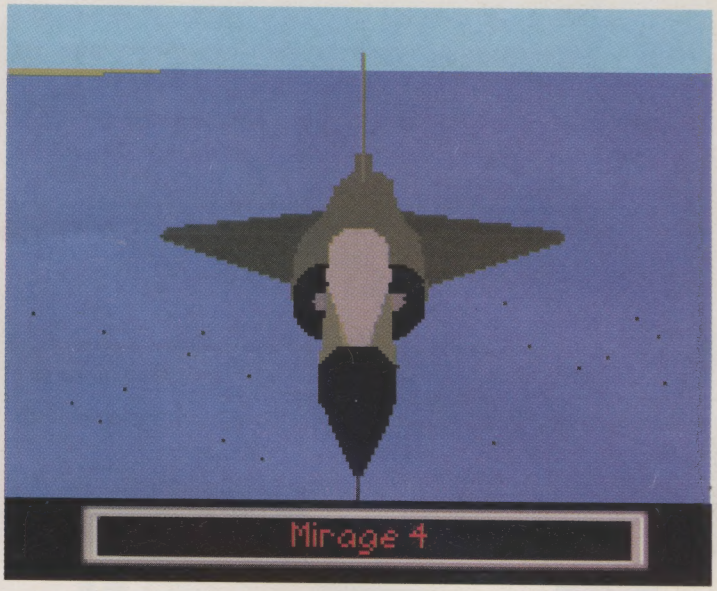
AERIAL MAYHEM

In the air, instrumentation and the general cockpit environment is accurate for each type of plane, and even the HUDs are accurately represented in the more recently developed aircraft.

In a full battle scenario, there can be up to 64 aircraft in action at once, all carrying out their various orders. As each battle progresses in real-time, a string of events occurs making the outcome of the war totally unpredictable and open-ended.



All this is wrapped up in Vektor Grafix' excellent 3D graphical environment, which presents the battles with amazing realism. During each conflict you can look at any aspect of the overall battle and refer to a battle



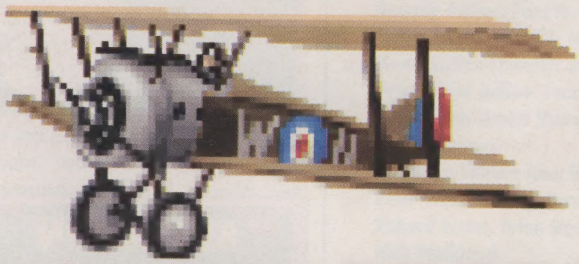
map which is set up for each different era. You can watch enemy Fockers taking off 100 miles away in World War I, which gives you 25 minutes to intercept, but a Mirage attack on HMS Invincible would obviously give you much less reaction time.

Computer intelligence is set up to be completely unbiased but it constantly tracks events and keeps the battle rolling. To emphasize the remarkable engine that runs Death or Glory, Vektor Grafix has included an ingenious 3D snapshot routine which shows you the whole series of events from a third eye perspective, so that you can see where you went wrong and learn from your mistakes.

CAMELS AND MiGS?

In addition to airborne battle command, an excellent air duel option puts you in a one-on-one dogfight situation in any plane from the Sopwith Camel to a MiG – you can even pit planes from different eras against each other!

Vektor Grafix has gained the enviable reputation as a technology and game design leader – Death or Glory is destined to reinforce that image.



What do you lot out there think of prominent gaming issues such as software piracy and the price of games. If there's anything that you have to say let *Games-X* be your soapbox. Write to: X-IT, *Games-X*, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. The best wins an exclusive GX T-shirt.

X-IT

ROLE MODEL

Could you please give me, no I'm not asking for Caroline Machin's address. What I want is one of your fab T-shirts and a bit of information on Amiga role-playing games.

1. Which is the best game out at the moment?
2. Do you need Dungeon Master to play Chaos Strikes Back?
3. Are there any good games out on budget?
4. Finally, can you save your position on Dungeon Master?

I would be forever in your debt if you could do this for me.

PS Could we have some more fab cover disks?

Tristan Moore, Moffat, Scotland.

1. Anything from SSI is really good.
2. No.
3. No. You could however, take a look at the Phantasy Pack from US Gold giving you three games for the price of one.
4. Yes. If you couldn't you'd need gallons of coffee to keep you awake in order to finish the game.

DOSH DILEMMA

Just a few lines to ask if Out Run Europa is any good on the C64 and why it costs £16.99 for the cassette version and yet only £11.99 on the Speccy and Amstrad. Please can I have a wonderful *Games-X* T-shirt?

Andrew Penfold, Norden, Rochdale.

Well, from what has been seen of the game so far it's looking pretty good – watch out for a review in Bri's C64 page very soon now.

You'll be pleased to hear that you have got the prices of the different formats mixed up. The disk version of Out Run Europa costs £16.99 but the cassette only costs £11.99.

A STICKY SITUATION!

Would you please mind answering me a few questions:

1. I have looked everywhere for these joysticks and I cannot find them (from issue 19). The Jet Joysticks Megajet, Superjet and the Microjet. Could you please tell me where I could get all of these joysticks, or where I could send for them?
2. Could you please tell me if Big Run and California Games 2 are being released for the C64?

I have read *Games-X* since it was released and I have entered all the competitions that you have set and I have not won one of them yet, but I will keep on trying.

DODGY ACQUAINTANCES

STAR LETTER

I have friends who think that computing is stupid and useless, which doesn't bother me because there are mags which are brill (which does include *Games-X*). When I bought my computer (which is an Amiga) it was the best thing that happened to me in years. The graphics on the Amiga are brill (rather like your mag) and so is the sound. I have two questions which I hope you can answer.

1. I have heard rumours that Commodore has made a new computer called the C65 which is meant to be better than the Amiga. Is it true?
2. I have also heard that the software houses are dropping prices by at least a couple of quid.

To shut my mates up could I please have a brilliant *Games-X* T-shirt, please?

PS I think your mag is brilliant, but add some more posters.

Mark 'I love your mag' Greaves, Moston, Manchester.

The C65 is in development but we haven't heard of any plans for its release as yet.

Hmm, dropping software prices, sounds like a super idea. However, reality isn't as good as that and I'm afraid that the rumour was that, just a rumour.

You can have a T-shirt cos I feel sorry for you having such strange friends. Actually, thinking about it, are you sure they are your friends?

Will there be any more mega posters like Toki? If so, thanks and could you please do one for Final Fight as there is an arcade near to where I live and there is one there. There is a part of the city that I cannot handle.

Brian McDonagh.

I'm afraid I have some bad news for you because there are no plans to bring California Games 2 or Big Run out on the C64. You've entered ALL of the competitions and haven't been successful in one? Well, you poor chap, have you always been so unlucky.

I'm not sure about doing a poster player's guide for Final Fight, but maybe a guide will appear in the mag. I'll see whose arm I can twist. Now where did Brian go...?

PD PLEA

I am a changed person! Since walking into WH Smiths one day many weeks ago, *Games-X* has become a major part of my life. Go-Global is good, it makes a change to see things like that in a mag.

The article I like best is Team Talk, the little box in the charts page. It's well hard. One thing I'd like to see in the mag is PD. There is a lot of good stuff in the Amiga and ST PD scene and it is free. All in all, this is the best weekly games mag I've ever seen. Now come to think of it, it's the only one I've ever seen. Keep it up.

Darren Paul, Charlton Kings, Cheltenham.

Team Talk has taken up a new position in X-it. That way I can keep an eye on what they're all up to. We included the first of our public domain sections in the mag last week called Minimal Expense.

That way we can keep everyone informed of the best of the software available.

DOWN TO BUSINESS

Now let's forget the nice start and talk serious. When was the last time you did a Nintendo review on pages 16 to 23?

Come on, there's just no point in buying the mag if you want a lot of NES game reviews. If you're lucky you might get two a month.

By the way, forget the silly T-shirt, I'd rather own a Lada. I might change my mind and buy the mag if you print this and send me a free NES game.

PS Couldn't be bothered including a photo, or I'd be more popular than Caroline Machin.

Jonathan Ross, Edinburgh.

Just where are your manners? Just a small "Hello, how are you? I think you are absolutely marvellous" would've been sufficient. Despite that, I'm in a fairly good mood so I think I'll answer your questions.

We've moved all the console and hand held reviews into Console Connexions. That way you've got all the info on your machine in one section. Cunning ploy, eh? Alex is using up more space in the mag each week, so he can bring you more about your machine. So don't give up just yet, we are trying but it is so hard to please everyone.

BLUE LOON

LOON OF THE WEEK

Could you possibly help me and lend me a computer as I sent my Acorn Atom Model 'A' away to be fixed in 1970 and haven't got it back since. I only had three games for it: Space Invaders, Space Invaders 2 and Lego The Arcade Game. (Who is this character? – Doc)

Sir Joe Bumpkin-Smithers, Cornwall.

It sounds like your machine was in for really major repairs. Probably never made it through the anaesthetic.

Dear Newsagent,
Please would you reserve/deliver a copy of *Games-X* every week for:
Name .....
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.....
Post Code .....
Note to newsagent: *Games-X* is available on a sale or return basis from UMD – tel: 071 700 4600

Thank you for considering our sanity. We are only just getting over the Caroline Machin saga!

GET INTO GEAR

I've got a Game Gear (which is the second best thing since sliced bread, the first is Blu-Tac) and I reckon that it's happening and is definitely in. And I've got every one of your mags. So please could you answer these points for me.

1. When will the TV tuner for the GG be released?
2. How pucker do you rate Golden Axe on the GG?
3. Do you know when Donald Duck will be released?
4. What's happened to Go-Global? Bring it back or else!
5. Print this letter or I'll phone you up and do an impression of John Major's hamster!

Nav Hag, Bishops Stortford.

1. It is presently available in the States but I'm afraid you'll have to wait to buy it in this country until the powers that be have approved it.
2. No one in the office has seen Golden Axe on the Game Gear. Are you sure it's out now?
3. I didn't know he was in prison. What did he do?
4. Or else what?
5. Arghhh, anything but the hamster.

PENNIES FROM HEAVEN

Just writing to tell you what a great mag you keep on churning out. Keep it up and I'd stick to posters of games not the programmers if I were you. The only thing I dislike is the boring interview with the game creators.

Don't send me a T-shirt cos I don't want one, I wouldn't say no to a free game though. I've got a Speccy +3 at the moment, but as soon as I've saved up my 29,999 pennies I'm going to buy one of those glorious Atari STEs.

I told my computer desk yesterday and it wobbled with anticipation. Well, as they say on the terraces at Chorley FC, 'Bye, bye, bye, bye... bye, bye, bye etc.'

PS How much does it cost Don 'Mad' McKie in postage stamps?

Andrew Fisher, Chorley, Lancs.

The idea behind the GX interview is to show you the people behind the games, personally I think they're great. What do the rest of you out there think?

Don't think much of your taste in football teams. Jon Ross suggested that you go down to Fratton Park one Saturday and see what a real football team is like. (Why, who's the away team? – Doc)

SKELETONS IN THE CLOSET

I own an Amiga 500 and realise that it is one of the best home computers on the market just now, but my main reason for writing this letter is to ask why nearly everybody is hitting at the poor old Speccy? I'm sure everybody who owned one of these downtrodden machines loved it at one point or another.

Just a small question to ask. At what date will Magic Pockets be released on the Amiga?

PS Do you think Arron Scott-Williamson is possessed? Just look at those eyes in issue seven.

PPS I owned a Speccy at one point as you can probably realise from my hard hitting letter. (You sad, sad man – Doc)

Thomas Campbell, Coatbridge, Scotland.

Would never have guessed about your dark and mysterious past if you hadn't told me. I think however, that you are sticking up for the Speccy just a little too much – feeling a little guilty about your former computing life are we? Maybe it's that you still have aspirations in that department. Come on, be honest, you can talk to me.

Magic Pockets will be out in September for £25.99.

TEAM TALK

It's started again! Everyone in the office is begging Brian to shave off his 'tache once more. He still refuses because he knows what he looks like without it, but just to keep us all happy we've doctored a piccy of him! Doesn't he look exceedingly silly?

Simon, our production assistant, has announced that he is a closet Rush fan. With this, everyone else revealed

the groups they secretly like. It would seem that we are surrounded by a bunch of ageing greasers. Except for Scoop, since he likes Color Me Badd, the poor little grebo.

John's had a pretty rough week of it. He's had to put up with his girlfriend drinking too many lemonades. Ah well, at least he's seen sense to shave off his feeble beard!

The most shocking news of the week is that both Fiona and Sharon were Morris dancers in a previous life. Sharon still disappears early on a Tuesday – I wonder if there's something she's not telling us?

NEXT WEEK
out Thursday 3rd October

★ **Four pages packed with sneaky peeks. There's G-LOC from US Gold and also Microprose's Grand Prix**

★ **The Blues Brothers occupy the Game of the Week pages**

★ **All you wanted to know about Cruise for a Corpse but were afraid to ask**

★ **Plus five pages of all that's new and happening in Console Connexions**

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Production Editor: Feargus Carroll
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ARTWORK

Art Editor: Jonathan Ross
Features Art Editor: Fiona Howarth
Asst. Art Editor: Rob Sharp
Advertising Artwork: John Fellows
Interview Photography: Stephen Hepworth (0433 621624)

COMMERCIAL

Group Ad Manager: Nadia Lawlor
Ad Manager: Steve Darragh
Circulation Manager: David Wren
Production Manager: Carolyn Wood
Ad Consultant: Rita Keane
Marketing Manager: Deborah Ford
Mkting Consultant: Michael Meakin
Publisher: Hugh Gollner
Managing Director David Hirst
Chairman: Derek Meakin

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TERMINATOR 2 JUDGMENT DAY

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